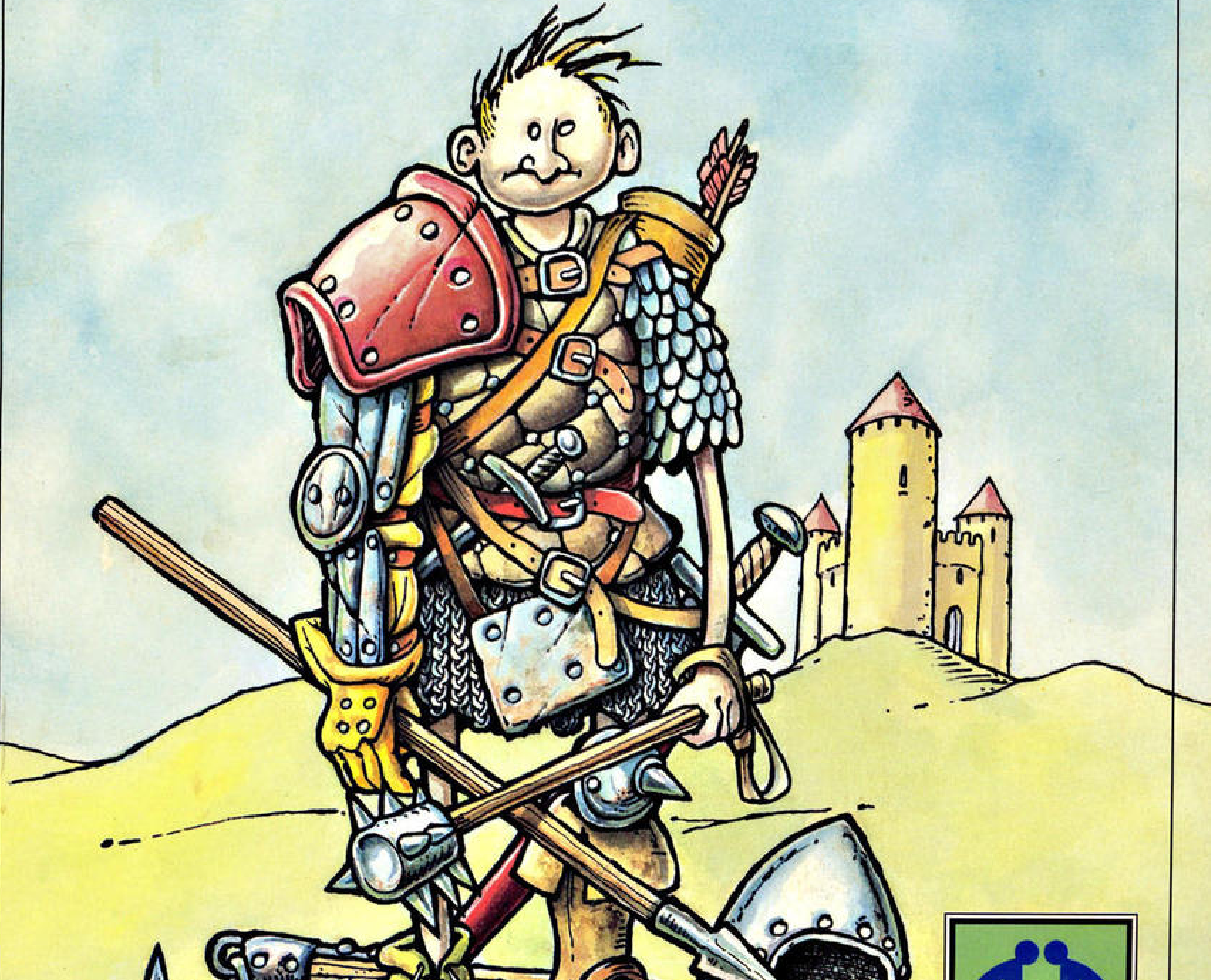
HârnPlayer™

A Player's Guide to HârnWorld



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MEMBER OF GAMA THE GAME MANUFACTURERS ASSOCIATION

Dedicated

To our best friend, the irrepressible Brad Carter, 1951 – 1994.
A perfect, gentle hero in any world. He defined us.

O Freedom has my song departed,
Unfinished? Yet, at least I got it started.

INTRODUCTION

HârnPlayer is comprised of three parts. The first part, *Hârnview,* is an overview of the geography, politics, economics, law, religion, and history of Hârn. The second part is a *Book of Common Knowledge,* which covers the Hârnic legends and folklore known to most folk. The third part is a players' *Hârnic Dictionary,* a comprehensive alphabetical reference which players can use to look things up on an ongoing basis.

The information provided is more than a typical player probably *would* know, but nothing that one *should not* know. No matter how much reading is done, players will still be ignorant of much that a medieval person would take for granted. A bit of extra knowledge of the world compensates in a small way and makes the game more interesting.

THE ISLAND OF HÂRN

Hârn is a rough, hazy, forested island off the northwest coast of the continent of Lythia. The seas around Hârn are notoriously rough; calm waters, which are rare, can build swiftly into terrible storms. A lack of good roads and rough terrain combine to make travel difficult, especially in winter.

The island's watery heart is Lake Benath, a deep, freshwater expanse roughly 60 by 40 leagues, drained by the flood-prone *Thard* river into the Gulf of Andurien. Hârn's longest river is the *Kald,* which drains the eastern interior, and plunges over several high waterfalls during its two hundred league journey to the sea.

Much of Hârn is hilly. There are four major mountain ranges; the *Felshas* dominate the eastern shore of Lake Benath and boast Mount *Wynan,* the island's highest peak at nearly 10,000 feet; the *Rayeshas* run along the top of Lake Benath; the *Sorkins* parallel the east coast; and the *Jahls,* in the far north, isolate Orbaal from the rest of Hârn. These highland areas are populated by wild tribesmen and fearsome beasts. Few sane Hârnians venture there.

Weather & Climate

Hârn is blessed with cool summers and mild winters. Moist southwesterlies bring plenty of rain. Winter snow and sleet occur mainly in the north and at high elevations. The moist climate supports rich vegetation, mostly summergreen deciduous forest and woodland. There are some needleleaf forests, alpine tundra, and permanent snowcaps at higher elevations. Heathlands are common along exposed western margins.

Barbarian Nations

The Hârnic wilderness is home to numerous barbarian nations. They support themselves by hunting and gathering, and sometimes by rudimentary agriculture. Most tribes are warlike; some practice head-hunting and cannibalism.

Kingdoms Of Hârn

There are nine civilized states on Hârn, seven human and two demi-human cultures. Five of the human states are feudal, one is tributary, and the other is a plutocratic republic. The two demi-human states are Azadmere, kingdom of the Khuzdul (dwarves), and Evael, kingdom of the Sindarin (elves).

Kingdom	Royal Seat	Government
Azadmere	Azadmere	Feudal
Chybisa	Burzyn	Feudal
Evael	Elshavel	Feudal
Kaldor	Tashal	Feudal
Kanday	Dyrisa	Feudal
Melderyn	Cherafir	Feudal
Orbaal	Geldeheim	Tributary
Rethem	Shostim	Feudal
Tharda	Coranan	Plutocracy

FEUDALISM

The prevailing form of government in civilized Hârn is feudalism. Under this system, all land is (theoretically) owned by the king, who grants heritable fiefs to trusted magnates (tenants-in-chief) who provide for local government and defense. The great nobles, in turn, grant portions of their fiefs to lesser nobles, a process known as *subinfeudation.*

FEUDAL NOBILITY

The distinction between gentle (noble) and simple (common) birth is the most significant in Hârnic society. The exclusive rights and privileges of the gentry include the right to bear arms, ride warhorses, organize military forces, hold fortifications, and dispense justice at feudal courts. Any simpleman who trespasses on these rights can expect harsh punishment.

Gentlefolk receive better treatment before the law which protects the privilege of rank. In a dispute between a noble and a simple person, there is rarely doubt as to the outcome.

A person whose parents are gentle has gentle status. Few commoners are admitted to this exclusive group, but it is possible by adoption or marriage, generally only when one parent is gentle, or by a grant of knighthood, the most likely advancement. Gentle birth has somewhat more status than obtaining gentility by marriage or knighthood, although the grantor lends some of his own status to the grant - a man knighted by the king has more status than one knighted by an impoverished knight-bachelor.

FEUDAL TITLES

Earls and Barons have heritable titles. These remain with the family unless formally stripped by higher authority. Loss of a heritable title is an extreme punishment reserved for grave crimes against the crown, such as treason or sedition, and which is generally accompanied by a death sentence or at least banishment.

Earls

The highest feudal noble (on Hârn). An earl's seat will usually be a castle, sometimes a keep, and he will (typically) owe the king the military services of 60-120 knights depending on the size of his holding. Roughly 80% of the earldom will be subinfeudated to vassal barons and knights. The rest will be held directly by the Earl, managed by appointed constables or bailiffs.

Barons

The word *baron* is a generic term on Hârn for any major land-holding noble with less status than an earl. A barony usually contains a keep and anywhere from 10-30 manors, but in smaller kingdoms, notably Chybisa, a baron may not hold a keep. Regardless of the size of a barony, a few manors will be held directly by the baron, managed by his bailiffs, but most will be held by vassal knights. Some barons are vassals of an earl; some are tenants-in-chief, holding directly from the king.

KNIGHTHOOD

Knighthood is not a feudal title. All barons and earls, and even the king, are knights. Anyone may theoretically be knighted, most often for exemplary military service to the crown, but most knights are born to the station.

The training for knighthood (apprentice knights are called squires) is undertaken when the young son of a knight is invited to foster at the household of another knight. Boys begin training at twelve, learning the "knightly virtues", skill at arms, heraldry, and horsemanship. If all goes well, the squire can expect to be knighted around the age of twenty-one.

Knighthood is an honor conferred on a person for his life only, and is not heritable. The son of a knight is gentle, but the status will lapse in the next generation, unless another knighthood is conferred. There are some female knights, but not many.

Chivalry

The knight is expected to adhere to certain standards of behavior and morality and these standards are called *chivalry*. The chivalric virtues are prowess, generosity, courtesy, loyalty to one's lord and one's clan, and service to church and society. Because knights are human, it is accepted that most will fall short of the ideal. Sometimes the virtues conflict with each other or with the nature of society; loyalty to clan, lord, and church may blur in the political games played in most states. In some regions, chivalry has been replaced by religious and political imperatives, but everywhere, lip service is paid to the ideal.

Courtly Love

The practice of Courtly Love is far from uniform on Hârn. Ideally, it is a pure form of sexless love between a man and a woman of gentle birth; the chaste respect given by a vassal to the wife of his lord is one example. In practice, Courtly Love often leads to illicit intimacies, but is acknowledged as the virtue from which all others flow, the true source of nobility and morality.

Poetry and music are the language of Courtly Love. There are elaborate schemes of meter and rhyme for each mood and season. Courtly Love is an art form beloved of bards and minstrels; their songs describe virtue and harmony, conflict and tragedy.

Knights Bachelor

The number of knights on Hârn far exceeds the number that can be granted fiefs. While some knights will inherit or marry into land, most are landless *Knights Bachelor*. Some will realize their burning ambition of obtaining a fief, but most spend their lives as the retainers of great nobles, or within the ranks of fighting-orders, or (gods forbid) by adventuring.

FEUDAL OBLIGATIONS

When a noble accepts a fief, he becomes a vassal of the person (liege) who bestowed it. He pays homage to his liege, and swears an oath of fealty pledging absolute loyalty. Each individual contract between liege and vassal depends on the personalities involved, local custom, and the current situation, but some generalities may be made concerning their mutual obligations.

Justice

All feudal lords are responsible for justice in their fiefs, administered by holding informal and irregular feudal courts. Feudal justice is a complex mosaic of local custom, the king's law, and personal edict. Justice can be extremely arbitrary in that the lord is both judge, jury, and sometimes the prosecutor as well. Most lords, anxious to maintain the good will of their tenants, administer justice in a fair and friendly way.

Defense

A lord is obliged to protect his law abiding vassals and their tenants from external threat. Hence, the king must defend his tenants-in-chief, who must defend their vassal barons, who must defend their vassal knights, who must defend their rural tenants. At the manorial level, the lord and his yeomen police the fief, and if some great danger threatens the fief, they will organize and lead the peasant militia.

Military Service

Fiefs are usually granted in return for providing military service to the liege. An earl who is obligated to provide one hundred knights to the king, ensures he can supply them by granting manorial fiefs to a sufficient number of knights. Service will be in the army/household of the liege for 30-60 days each year, although scutage (shield-money) may be substituted in years of peace.

Merchet

The betrothals of tenants-in-chief are highly political and of vital concern to the king. Similarly, tenants-in-chief are very interested in the nuptials of their own vassals, as are manorial lords with regard to their serfs. In addition to the basic right to forbid and/or arrange the marriages of his vassals, a liege is entitled to merchet when permission is granted. This tax, payable by the bride's family, is typically 5-10% of the holding's annual revenue.

Aids

An aid is an incidental tax levied on vassals. They are traditionally levied when the lord wishes to knight his eldest son, marry his eldest daughter, or ransom his person from enemies. Special aids, such as to finance a war or build a castle, may also be levied, but this practice is normally reserved for kings.

Heriot

A death tax assessed on the estate of a deceased vassal. For a minor landholder, heriot is typically the family's best animal or its equivalent in cash or kind. Larger estates are assessed a one-time tax that usually equals their current annual net revenue, with payments generally spread over several years.

Wards

Minors will often have their inherited estates placed in the trust of their lord, while they themselves are made wards until they attain the age of twenty one. Widows may be treated similarly until they remarry. A liege will often overwork ward estates to the verge of impoverishment. It is considered unseemly to then require payment of heriot.

ROYAL GOVERNMENT

Although feudalism implies decentralization of royal government, few Hârnic kings rely entirely on feudal magnates to provide government of the realm. For one thing, the conduct of foreign affairs is an exclusive royal privilege. Secondly, with regard to domestic affairs, feudal nobles tend to place their own interests above those of the crown. To aid them govern and collect taxes, monarchs in all Hârnic feudal kingdoms except Chybisa have created a royal bureaucracy and divided the realm into a system of royal shires.

THE ROYAL BUREAUCRACY

There are four basic departments in royal government: Chamber, Chancery, Exchequer, and Constabulary. The monarch appoints the officers in charge of each department, and this is often an exercise in nepotism. There is a great deal of bribery and intrigue to obtain positions in the royal service, even though there is little tenure. When someone loses favor, his appointees (mostly relatives) may also be purged. The appeal in such a job is really the exercise of power and prestige.

The Chamber

Run by the Royal Chamberlain, this department is responsible for the day to day operation of the royal household. The Chamberlain wields immense power due to his overall familiarity with royal affairs, and his right to control access to the monarch.

The Chancery

The Lord Chancellor is responsible for the general government and judiciary of the kingdom as a whole. He presides over the chancery court, which is the highest below that of the king's court.

The Exchequer

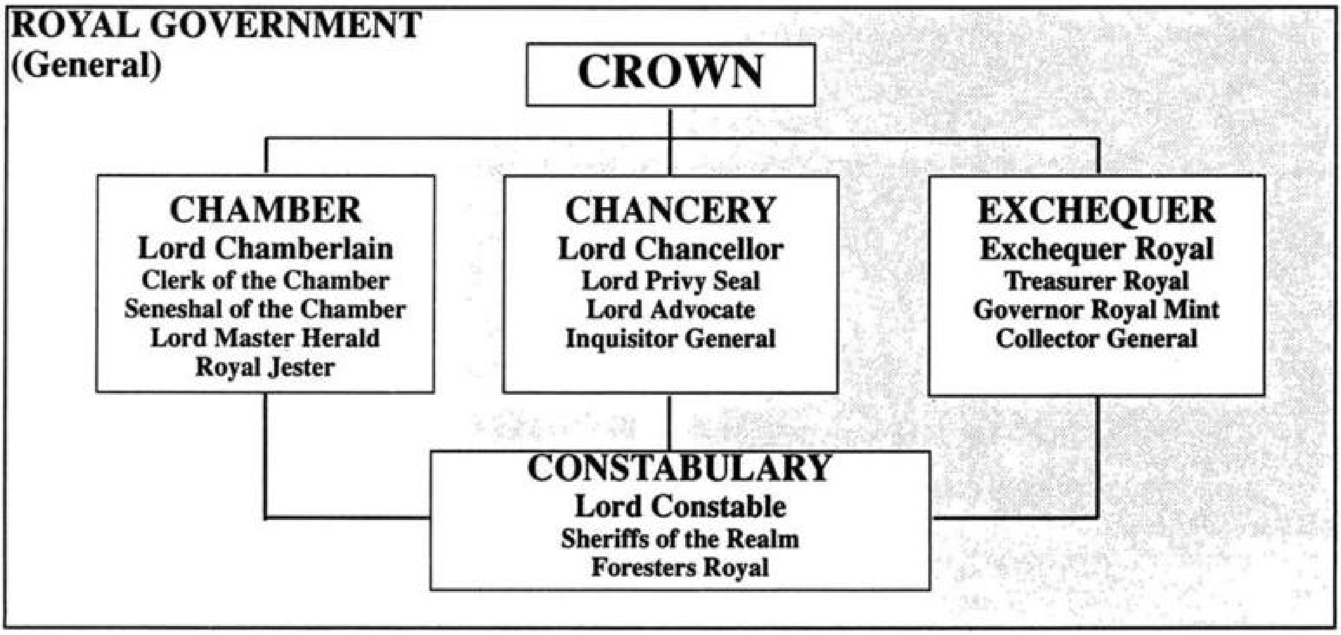
The Chancellor of the Exchequer is the chief financial officer of the realm. His responsibilities include the collection of royal revenues (through the sheriffs) from the provinces and towns. He also controls the minting of coins, and advises the king on budgetary matters.

The Constabulary

The Lord Constable is the chief military officer of the realm. Some kingdoms call this official Lord Warden or Lord High Sheriff. He is generally the constable of the royal seat, and oversees all other royal constables, sheriffs of the realm, etc. His department, more than any other, interacts with the other three, financial matters being referred to the Exchequer, judicial matters to the Chancery, and so on. In the king's absence or death, this powerful individual may function, effectively, as "deputy king".

ROYAL SHIRES

Except for Chybisa, all feudal kingdoms on Hârn are divided into judicial provinces called *shires* which are subdivided into *hundreds*. By design, the boundaries of shires and hundreds often cut through the holdings of great nobles which creates some


ROYAL GOVERNMENT
(General)
CROWN
CHAMBER
Lord Chamberlain
Clerk of the Chamber
Seneshal of the Chamber
Lord Master Herald
Royal Jester
CHANCERY
Lord Chancellor
Lord Privy Seal
Lord Advocate
Inquisitor General
EXCHEQUER
Exchequer Royal
Treasurer Royal
Governor Royal Mint
Collector General
CONSTABULARY
Lord Constable
Sheriffs of the Realm
Foresters Royal

interesting judicial problems. The chief royal officer of a shire is called a Sheriff (shire-reeve); that of a hundred is termed the Bailiff of the Hundred.

Sheriffs

Appointed by the crown, sheriffs are responsible for administering royal justice and collecting all royal revenues within their shires. The sheriff presides at the royal courts (open only to freemen) held in the shire moots at regular intervals, and may initiate prosecution of those who offend the King's Law. Most shires are *farmed* by the crown; annual taxes and other revenues in the shire are estimated by the Exchequer and paid by the sheriff in advance; the shire may be "auctioned" to the highest bidder. The sheriff may then collect all royal revenues for himself, and he is always vigilant because he may keep any "profit" for himself. Sheriffs command a royal keep or castle, plus a company or two of mercenaries. In terms of power and influence, sheriffs are equal of earls, except the office and its privileges are not hereditary.

MANORIALISM

The power of the nobility is ultimately vested in its control of land. Agriculture employs and sustains ninety percent of all Hârnians, and feudal lords control most productive land.

The basic economic unit of rural Hârn is the manorial fief. These can range from 600-4800 acres in size, although a range of 1200-1800 acres is more normal. A typical keep or castle has 10-30 manors within a five-league radius.

Most manors are held by a knight who owes fealty and military service to a baron or earl, or are held directly by that great noble. Absentee holders appoint loyal relatives or retainers to manage their estates. Some manors are held by religious orders, most notably those associated with the Church of Larani. A few manors around chartered freetowns are held by wealthy simplefolk.

MANORIAL TENANTS

The vast majority of Hârnians are rural tenants of some feudal lord, working the land to provide food for themselves and (in good years) townsmen. The contracts between the lord of a manor and his tenants can have endless permutations of military service, agricultural service, rent, and crop share. The exact mix varies with the personalities involved, local custom, and the current situation.

Slaves

Slavery on Hârn exists only in Rethem, Tharda, and in Orbaal where they are called thralls. Slaves work the lord's land, and/or work within the manorhouse as servants, cooks, etc. Each slave family (the lord also owns the offspring of slaves) will be housed in a modest cottage with a small vegetable garden attached. Obviously, slaves have no legal rights, but since they are valuable assets, they are rarely ill-treated.

Serfs & Serfdom

More properly called *unfree* tenants, serfs make up 70-90% of the rural population.[1]. They possess few legal rights, but are not slaves. While they are bound to the land and the lord, and may not marry without the lord's permission, serfs can not be deprived of their land or liberty without just cause, and are entitled to the lord's protection and justice. The relationship between lord and unfree tenant is a customary contract, defined by mutual rights and obligations, often established over several generations. Each is bound to the other.

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[1] Serfdom in eastern Hârn first arose out of the desperate need for small freeholders to seek protection from powerful warriors against rapaging tribesmen during the Migration Wars (178-224). Serfdom in the west is of more recent origin, arising during the *Interregnum* after the collapse of the Theocracy of Tekhos in 588.

There are three broad classes of unfree tenant: *Villeins, Half-Villeins,* and *Cottars.* Villeins generally hold about thirty acres, but this varies from one district to another depending on land quality and other factors.[2] The villein is the "aristocrat" of unfree peasantry and is typically better off than most freeholders. Half-Villeins hold about fifteen acres; cottars hold one to five acres.

Class	Acres	Labor	Kind
Cottars	1-5	3-25	20d
Half-Villein	15	45-75	60d
Villein	30	90-150	120d

The *Labor,* 3-5 days per acre, is owed by the head of the household personally. Some lords allow their unfree tenants to substitute someone else to do the work, many do not, except when the tenant is infirm. In all cases, the lord's permission is necessary, and the tenant is personally responsible for the quality of work done; there are fines for careless or inferior work. Most of the labor owed is used to work the lord's demense, but some tenants work as servants in the manorhouse.

The *Kind* listed in pence is rendered in cash and/or agricultural products. There is a lot of variation from one manor to another and from one tenant to another. A tenant might be obliged to pay three pence at the Winter Solstice, two capons at midsummer, and two dozen eggs at each equinox. Each payment is, theoretically, linked to a specific right of tenancy, such as the right to graze pigs in the woods, collect dropwood for making fires, or graze livestock in the common pasture.

An unfree tenant represents a valuable source of labor, which is often in short supply. Any unfree tenant, including his spouse and children, who wishes to leave home must obtain permission from the lord and pay compensation. The value of compensation depends on the goodwill of the lord, but the supply of labor will influence the payment. If the family cannot afford to buy him free, his options are to run away, or in some way to win the favor of the lord and be granted freedom.

Runaways are usually pursued, sometimes by their own family, who will be held accountable to the lord for any fiscal loss. Most lords dispatch riders along main roads, send word to nearby manors, and post watches where the runaway could find easy sanctuary. Most runaways head for the nearest mine or town and are apprehended before they arrive. If the miscreant is caught, he will be obliged to pay a fine (6d-12d for a first offense) and make up any work he has missed. For repeat offenders, punishments can be added to larger fines. A flogging might be appropriate. In extreme cases the offender can be mutilated and banished, or even put to death.

If a runaway does, somehow, evade pursuit, reaches a chartered *freetown* or mining settlement, and avoids capture for a year and a day, he legally becomes a freeman. If he is unable to achieve free status he will remain an outlaw to his dying day.

Freeholders

Freeholders are simply individuals who hold land on which no *unfree* obligations are due, a distinction that is often a matter of legal debate. Freeholders rarely own the land they work, paying rent or crop shares for its use, a legal process known as *farming*. Some freeholders are rural guildsmen such as millers or metalsmiths, who may or may not farm some acreage; some hold their land in exchange for military service.

Freeholders may come and go as they please, grow whatever crops they like, and appeal their lord's justice to the king's law. Naturally, ignoring the wishes of the lord may be unwise, for it might lead to expulsion (or worse). Not a few freeholders have found themselves evicted because the lord

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[2] A thirty acre holding is called a *Yard* or *Virgate.*

wished to expand his demense or pasture land. In many ways, serfs have more security than freeholders.

Because freeholders are often economically worse off than unfree tenants, the impetus for their offspring to leave may be greater, especially in large families where there is little chance of inheritance. The child of a freeholder does not need the permission of his landlord to leave, although he may seek the blessing of his family.

Except that there is no one chasing him, the son of a freeholder who leaves the land is in much the same position as the runaway serf. Most will make their ways to towns where "the streets are paved with gold". There, they can quickly obtain rewarding employment as a scavenger, beggar, prostitute, or casual laborer; there are always openings in these fields. A fortunate few, with sufficient initiative and luck, escape the embrace of the *Lia-Kavair*, find a job that pays in real silver, and better their lives.

Yeomen

On most manors, one or two special freeholders called Yeomen exist. Each yeoman holds 60-120 acres in return for providing the services of a man-at-arms for 30-60 days per year. Yeomen assist with policing and defense of the fief, and perform other duties the lord and they agree upon.

Bailiffs

If the lord is not resident at the manor he appoints a bailiff to represent him. The bailiff is paid a good cash salary, perhaps 240d per year, room and board in the manorhouse for himself and his family, and fodder for his horse. The bailiff entertains guests "bearing his lord's writ", and those legally entitled to claim the manor's hospitality, such as royal officials.

Bailiffs are generally the younger sons of the gentry. They have to read and write, have a good understanding of local law (and custom) and, if the lord is wise, are appointed on merit rather than on the basis of birth or friendship.

The Steward

A lord with a fairly large number of manors appoints a steward (or seneschal) to oversee them, often a knight who performs this duty as his feudal service. The steward of a church estate is more often a monk. The steward visits each manor two or three times a years, listens to the bailiff's report, and gives instructions in the lord's name. Some stewards may employ the services of a clerk to help them conduct an audit.

The Reeve

The reeve is the chief serf on a fief, always a villein, elected annually by his peers at village moots, although most competent men in this job hold it for many years. The reeve decides what crops to plant, and when, supervises the formation of plough teams, organizes the harvest, ensures there is sufficient fodder stored for winter, sees that the lord's livestock are penned and his fences mended, arbitrates the disputes of fellow tenants, and generally makes sure the fief runs smoothly. On some manors, the reeve collects rents, sells village produce on his lord's behalf, and makes purchases for the manor.

The reeve keeps records, usually on tally sticks, of the produce sent by the lord to market, and submits accounts to the lord. Some lords simply demand quotas of wheat, barley, calves, lambs, eggs, etc., and the reeve keeps or makes up differences. If the manor is unable to make its quotas consistently, villeins offered the reeve's job may refuse it, even paying bribes to avoid being chosen, but if quotas are moderate, the reeve can make a tidy profit. Dishonest reeves are not exactly rare, especially where the lord or bailiff is lax.

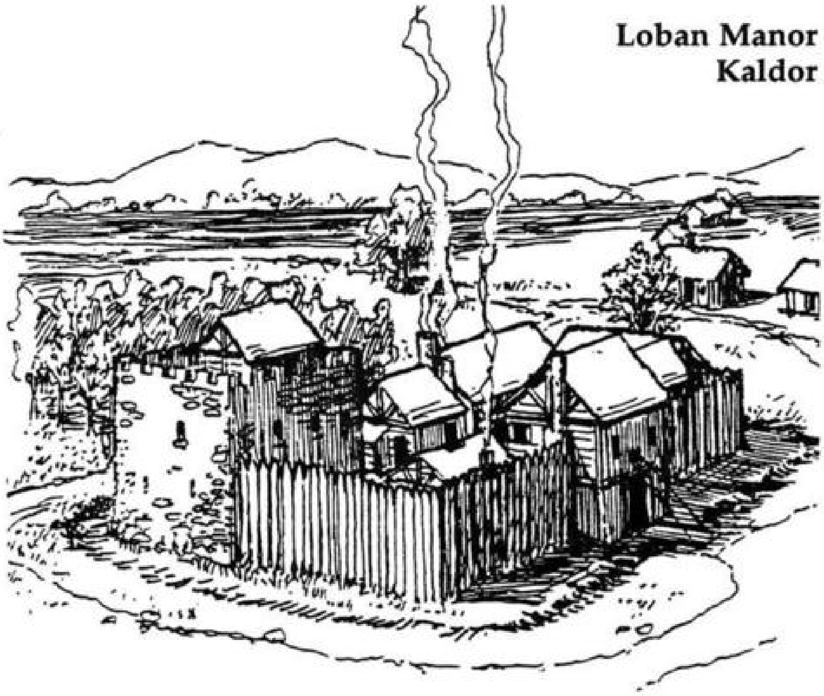
The reeve is unpaid, but is excused his normal villein obligations, and usually enjoys certain privileges, such as grazing his stock on the demense, or eating some of his meals at the lord's table. A prudent and competent reeve is always esteemed by the fiefholder.

The Beadle

On many manors, the reeve has an assistant called a *beadle*. He is, traditionally, a half-villein, and his primary responsibility is the preservation and sowing of seed saved from each crop, a particularly stressful job in years of famine. The beadle also impounds tenant sheep and cattle that stray into the demense, and makes sure their owners are fined. Finally, the beadle is usually responsible for collecting fines levied by the manorial court. The beadle may also enjoy minor privileges, and is excused his normal feudal obligation.

The Woodward

Many manors also have woodwards whose job is to ensure no one takes from the lord's wood anything he is not entitled to by custom or payment. The woodward receives free forest rights and may be excused some or all of his feudal obligations.



Loban Manor
Kaldor

MANORIAL VILLAGES

A typical manor contains a manorhouse for the lord, one village that is home to 10-30 rural families, and at least one mill. All of these are generally clustered together, and surrounded by the arable fields, pasture, and woods.

The Manorhouse

The lord's home is usually a fortified stronghold of wood or stone, with a palisade enclosing outbuildings. When possible, the house is situated on a natural or artificial hill, and may be surrounded by a ditch or moat.

The heart of the manorhouse is its great hall. Here the lord's household prepares and eats meals, socializes, and does much of its work. Here too, the lord holds his manorial court, settling disputes among tenants, ruling on matters of law and custom, and receiving the homage due him. The fireplace is usually near the center of the hall, beneath a smoke hole in the high roof. Light is provided by high, narrow (defensible) windows and, in the evening, by rushlights[3] or lanterns. Large trestle tables are erected for meals. The floors may be hardwood or stone. Carpets are a luxury.

Bedrooms and dormitories are separated from the great hall by walls, partitions, or sometimes just curtains. Quality of accommodation depends on the manor's wealth. The Lord and Lady might share an elegant four-poster. Very young children sleep in cradles at the foot of their parent's beds, older children, retainers, and most guests are given space in dormitories. Lesser household residents can hope for pallets filled with reasonably fresh straw. Other side-chambers may include a kitchen, pantry, storeroom, etc.

Most manors are reasonably self-sufficient. To keep things running smooth, lords try to ensure their fief has at least a freehold woodcrafter and metalsmith on which they and their tenants can rely. Wealthy lords often have bonded ostlers and weaponcrafters working within the manorhouse.

Peasant Cottages

Most rural peasants live in a timber-frame, daub and wattle cottage with a thatched roof; in districts with little wood, the cottage may be constructed of stone and/or turf. The interior is divided into two or three rooms, one of which will be a stable for livestock and storage for a variety of agricultural tools: spades, hoes, axes, with a loft for storing a variety of grains in wicker baskets. Living space, heated by a fire in a stone hearth, is sparsely furnished with dirt-packed floor.[4] Most cottages look about the same regardless of the prosperity of the owner. Wealth is defined in terms of livestock and acreage, not personal comfort.

An enclosed, small garden plot surrounds the cottage. This is land for the exclusive use of the tenant, devoted to vegetables, perhaps a fruit tree or two. Here the family grows produce and raises livestock for its own use, and some cash crops for market.

The Mill

Nearly every manorial village has a mill owned by the powerful Millers' Guild. The guild typically pays an annual license of 240d (in practice paid by the master miller) to the lord of the manor for the right to operate the mill. Most mills are water-powered, some are ox-powered, and a few (especially in southwestern Hârn) are windmills.

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[3] Rushlights are, unsurprisingly, made of rushes soaked in tallow. They are cheap, reliable and reasonably bright, and are the most common source of indoor illumination.

[4] Packed earth is not as bad as it sounds. Village women practice *floorpacking* as a sideline. Every few months, a team of floorpackers beats the floor with special poles until it is remarkably smooth, even shiny. Earth is warmer than stone.

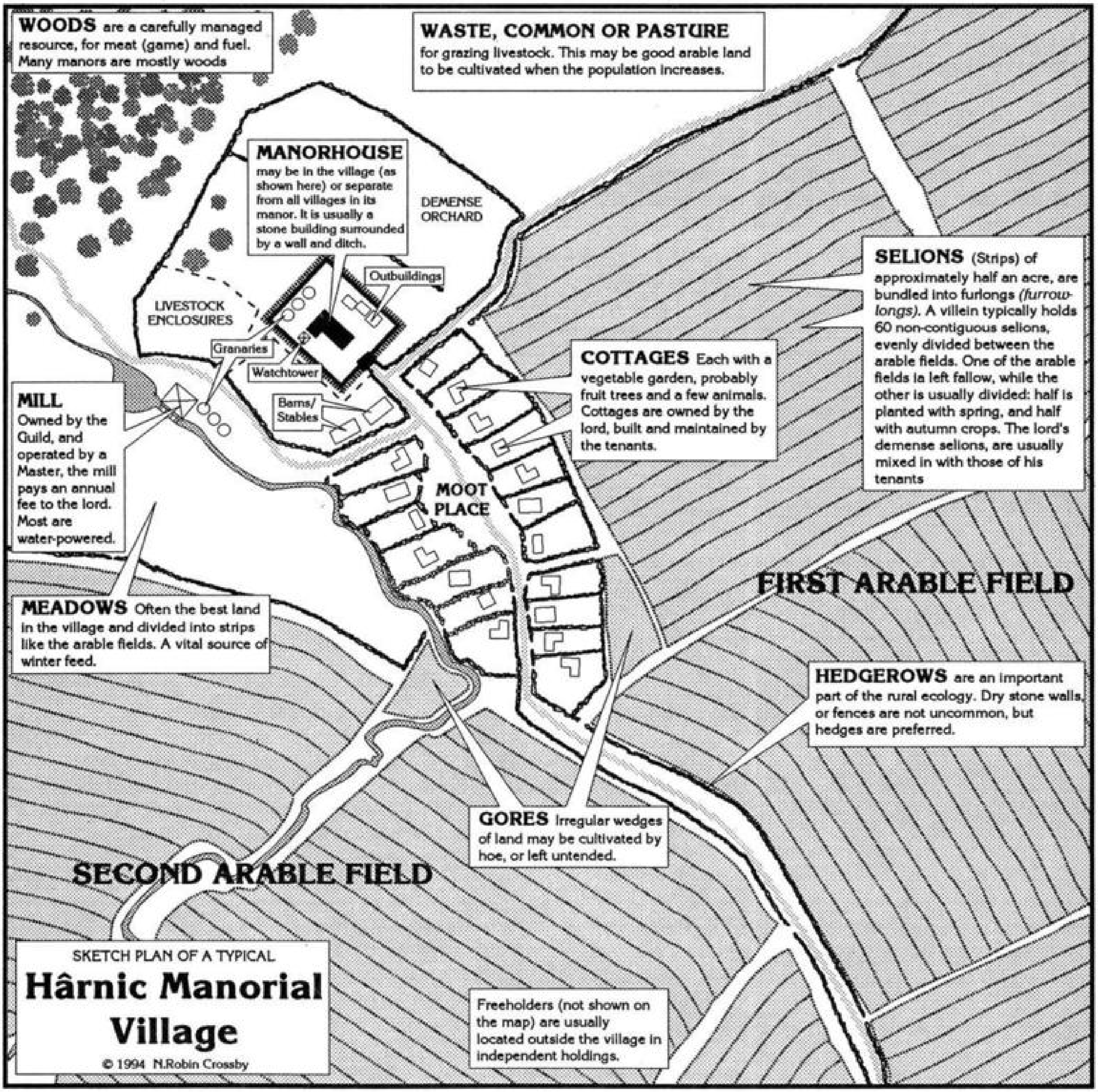
LAND USE

Manorial lords may cultivate all the land themselves, hiring labor as required, or they may *farm-out* all the land to freehold tenants in return for cash rents or crop shares. Most, however, choose a blend of these two extremes, dividing their fief into (roughly) one third demense (lord's land) and two thirds tenancy, utilizing the custom of serfdom to provide labor for their own land.

The gross acreage of a manor is divided between three major uses: arable, pasture, and woods. The respective areas of land use depend on the size, location, and fertility of the fief. Long established fiefs tend to be well populated and favor higher arable land use. New holdings in frontier regions are generally underpopulated and these will have significantly higher pasture and woods acreages.

Arable

The manor's arable land is always divided into two large open (no fences) fields of several hundred acres. One field is sown with various crops (rye, wheat, barley, oats, beans, and peas) while the other lies fallow for one year to rest the soil.



WOODS are a carefully managed resource, for meat (game) and fuel. Many manors are mostly woods

WASTE, COMMON OR PASTURE for grazing livestock. This may be good arable land to be cultivated when the population increases.

MANORHOUSE may be in the village (as shown here) or separate from all villages in its manor. It is usually a stone building surrounded by a wall and ditch.

SELIONS (Strips) of approximately half an acre, are bundled into furlongs *(furrow-longs)*. A villein typically holds 60 non-contiguous sellons, evenly divided between the arable fields. One of the arable fields is left fallow, while the other is usually divided: half is planted with spring, and half with autumn crops. The lord's demense sellons, are usually mixed in with those of his tenants

COTTAGES Each with a vegetable garden, probably fruit trees and a few animals. Cottages are owned by the lord, built and maintained by the tenants.

MILL Owned by the Guild, and operated by a Master, the mill pays an annual fee to the lord. Most are water-powered.

MEADOWS Often the best land in the village and divided into strips like the arable fields. A vital source of winter feed.

HEDGEROWS are an important part of the rural ecology. Dry stone walls, or fences are not uncommon, but hedges are preferred.

GORES Irregular wedges of land may be cultivated by hoe, or left untended.

Freeholders (not shown on the map) are usually located outside the village in independent holdings.

SKETCH PLAN OF A TYPICAL
Hârnic Manorial Village
© 1994 N.Robin Crossby

The cultivated field is subdivided into furlongs (*furrow-longs*), rectangles of about ten acres each, planted with a single crop. Furlongs are further divided into *selions*, long narrow strips of about one-half acre, separated from each other with a balk of turf which also serve as footpaths. Depending on status, a tenant's land will consist of 5-60 selions, scattered and intermingled with that of his neighbors to ensure a variety of crops and a fair distribution of good and marginal land.

The land held by each tenant is divided between the two fields; a tenant with 30 acres cultivates only 15 in one year. Since the average crop yield is about ten bushels per acre, and each person requires about 20 bushels of grain a year for the barest survival, an individual needs four acres to feed himself, half under cultivation and half fallow. Families with productive fruit and vegetable gardens can get by with half this amount.

Plowing, sowing, and weeding are tasks performed by each individual family on their own selions, but harvesting is a communal affair. Harvesting usually begins early in the month of Agrazhar, and takes two to four weeks to complete; three men can reap and bind one acre per day.

Weather is of course critical. The crops must be left to mature and this can be delayed if the summer is particularly wet (or dry). When ready to harvest, speed is crucial. One good heavy rain could knock the ripe crops to the ground, where they will sprout in a matter of days, and the bulk of a harvest will be lost.

Pasture

Common pasture is maintained for grazing sheep, oxen, horses, and goats, some owned by the lord, some by tenants, who pay a tax to the lord for the right to graze their animals in the pasture. The best pasture is reserved as *meadow* where winter fodder (hay) is harvested. The fallow field is also used for grazing, partly to keep the weeds down, partly to manure the resting soil.

Only hogs, which thrive on scraps and woodland forage, are specifically raised for meat. Sheep and goats are raised for wool, milk, and cheese; cattle as beasts of burden and dairy products; and chickens for eggs. Animals are slaughtered for meat and hides only when too old to work. Most villagers keep chickens, and all but the poorest are likely to have a few hogs. Oxen are kept as plow animals. Horses are a luxury which are kept only by the lord for riding. They are not as hardy as oxen and need two or three times the winter fodder.

Livestock populations reach their peak in the summer due to spring births. Because the villagers can not afford to provide winter feed for all the animals born, surplus flocks and herds are driven to be sold/bartered at the nearest market after the harvest. Some peasants may slaughter an animal or two, then dry, smoke, or salt the meat for winter consumption.

Woodlands

Woods make up ten to twenty percent of a typical manor, but in lightly populated districts, a much higher proportion of the manor can be wooded, as much as ninety percent in frontier manors. Even though likely to include, steep slopes, streams, and bogs, woodlands are prized land. They are carefully managed to yield timber, firewood, nuts and berries, swine forage, and game for the lord's table. Game, especially, forms a major part of the nobility's diet, and hunting is the sole prerogative of the lord. Poachers are likely to receive harsh treatment, especially trespassers from outside the estate. Tenants may collect dropwood and graze their pigs in woodland, but pay an annual fee to the lord for this right.

Waste

Most of the remaining land is "waste". Some waste is useless swampy, dry, or rocky land, but most is reasonably good, cleared land that has not yet been brought under cultivation, usually for lack of labor. Waste is used for grazing livestock and hunting and various other purposes. It also forms a "land bank". Lords are always interested in attracting new tenants to their fief, or granting larger holdings to existing tenants, to cultivate the good waste.

The Demense

Most lords retain a Demense, namely land for their own use. The amount depends on the availability of labor, the inclination of the lord, tenant contracts, and other local factors. There are manors with no demense, where the lord collects rent from everyone, but these are rare. Most lords reserve about one third the fief acreage for a demense.

The lord's demense typically consists of enclosed fruit orchards, lush meadow, plus numerous arable strips, scattered about the open fields like that of the tenants or retained in a single parcel near the manorhouse. However distributed, the demense is worked by the unfree peasants as part of their basic obligations.

TOWNS & CITIES

No more than one in ten Hârnians live in towns. Hârn has eight walled towns: Coranan in Tharda; Tashal in Kaldor; Cherafir in Melderyn; Golotha in Rethem; Azadmere in Azadmere; Aleath in Kanday; Thay in Melderyn; and Shiran in Tharda. Most castles and keeps have small unwalled towns or large villages next to them, where markets are held. Several of these, notably Dyrisa, Kiban, Shostim, and Telen, are evolving into walled towns.

Town Charters

There are two different kinds of town on Hârn; *freetowns* and *feudal* towns. Aleath, Golotha, and Thay are freetowns, enjoying a fairly high degree of independence from feudal authority. Azadmere, Cherafir, Coranan, Shiran and Tashal are feudal towns, held directly by the king or state. To the average citizen the distinctions are minimal.[5] All towns tax their citizens and pay aids/taxes to the king or state. However, freetowns tend to levy less onerous taxes and collect them with less enthusiasm.

A freetown's charter sets out its unique rights, privileges and obligations. All charters grant the right to build and maintain a city wall, hire mercenaries for defense, hold markets/fairs as often as desired, and define freedom from feudal obligations (except to the sovereign). Other clauses describe civic government, taxation, defense, and the administration of justice. Feudal town charters cover the same points, but reserve more power to the lord whose towns they are.

GOVERNMENT OF TOWNS

There is a tendency for civic governments in both kinds of towns to be similar. Civic offices are mainly filled by guildsmen, and military offices by gentry of military experience. The key officers in all Hârnic towns are:

Alderman

An alderman is a custodian and expounder of the law and member of the town court. Aldermen must be invested in their office by the sovereign (or his representative), but the office is often inherited, since this is the way that knowledge of customary law is passed from one generation to the next. Most Hârnic cities have twelve aldermen, all prominent guildsmen, often members of the Litigants' Guild.

Mayor

Only freetowns have mayors, as such, but all others have some official who is responsible for administering civil and financial affairs. Mayors are usually appointed by the aldermen, often from a short list of candidates supplied by the crown. This official will run a sizable bureaucracy, including tax assessors and collectors.

Warden

The Warden is the officer commanding the city garrison and responsible for maintaining civic law and order. A major expense for any city is its military budget. In freetowns the warden is appointed by the Mayor; in feudal towns by the crown, usually the constable of the citadel.

Harbormaster

The harbormaster is the officer in charge of the port (if any) appointed by the Mayor. He is either a retired member of the Pilots' Guild or a political appointee who hires a master pilot as an assistant. Duties of a harbormaster include supervising port maintenance, providing pilotage services, and collecting maritime taxes such as pilotage, wharfage, and vessel registration fees. Harbormasters have several assistants in the larger ports.

Bondmaster

The official responsible for the administration of the city bonding house, and the collection of hawking taxes and import duties, is called the Bondmaster. Appointed by the mayor, the bondmaster is usually a member of an important guild and may have assistants. Guards will be provided by the Warden.

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[5] To a runaway serf the distinction is crucial. Only freetowns allow the serf to claim freedom after a year and a day residence. Feudal towns offer no such protection.

URBAN GEOGRAPHY

Most towns are roughly circular. Streets tend to radiate from several key points, notably the market and citadel, but they may detour around vanished ponds or trees. Many streets existed before the town walls were built, but new construction takes into account the locations of gates, and gradually makes the city seem more planned.

Street names are rarely posted; they tend to be a matter of oral rather than written tradition, and change from time to time. Houses are not numbered. There is no official post office; mail is carried privately, at considerable expense. At night, the streets are dark and dangerous. Policing is typically in the hands of a corrupt and/or incompetent city garrison. Riding horses or carrying weapons on town streets is often illegal except to gentlefolk, or those known to the authorities. There is wide disparity in the quality of urban construction from town to town. Aleath is famous for high standards of architecture; Golotha is an urban blight.

City lots change hands without reference to any zoning bylaws, although government occasionally forbids construction and all urban governments have unlimited expropriation powers.

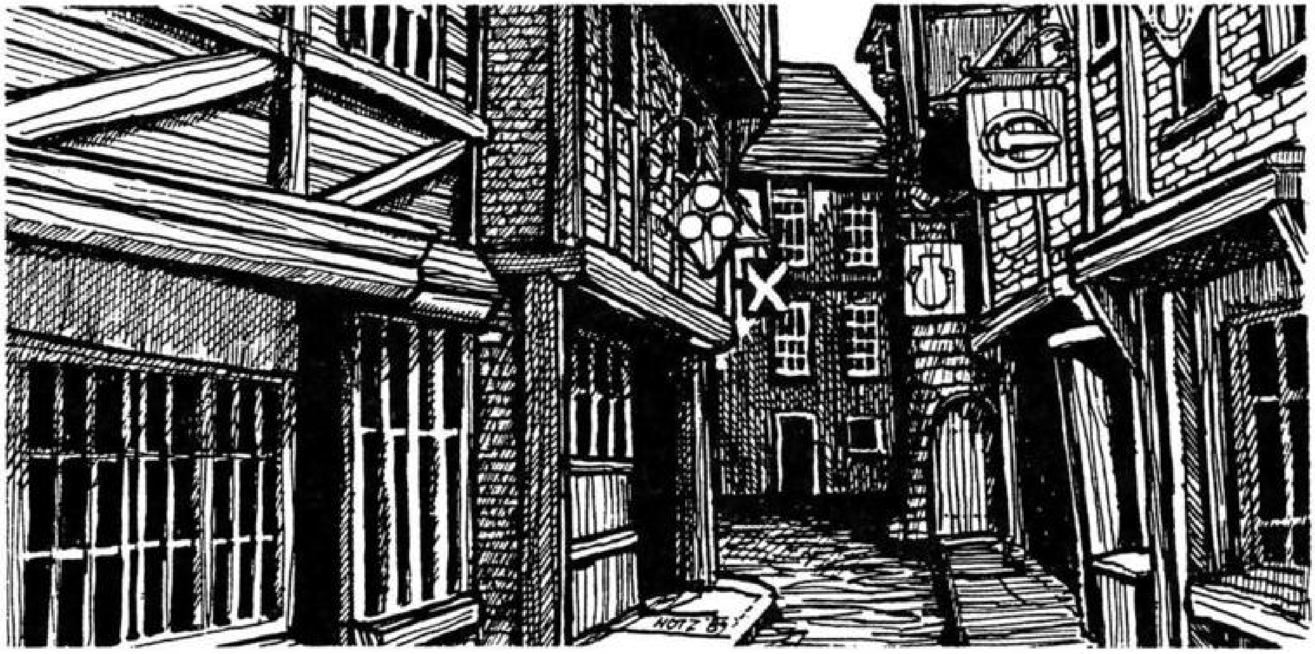
Town Markets

The heart of a town is its marketplace, the place where money and goods are exchanged more or less freely. It is illegal to sell anything within five leagues of most towns except within its marketplace. Impromptu highway sales within this zone are forbidden by royal laws — the minimum penalty is confiscation. The marketplace itself is administered by the *Mangai* who rent space for a penny or two per day. Vendors can sell from their own carts, tents, or stalls, or rent them from tentmakers or woodcrafters.

Local guildsmen are the only ones permitted to freely sell their goods within the town. Goods imported into a city are subject to payment hawking fees and, if they are covered by a local guild monopoly, they must first be offered to local guildsmen handling such wares to be marked up and resold.

TOWNSMEN

Town life is more volatile than life in the countryside. On the rural manor, everyone has his place, high or low, governed in accordance with old feudal traditions, and almost all rural activities center around the seasonal nature of agriculture. Townsmen on the other hand are freemen, and their social and legal obligations seem less. Their duties may be limited to the payment of some rents or taxes, perhaps to military service in time of war. But while townsmen are not required to work on the land, no one guarantees them food or shelter. Their freedom from feudal service is paid for by their lack of security. Unemployment and starvation come hand in hand, and in time of famine, it is the urban poor who starve first. Townsmen are divided into two major classes, guilded and unguilded.



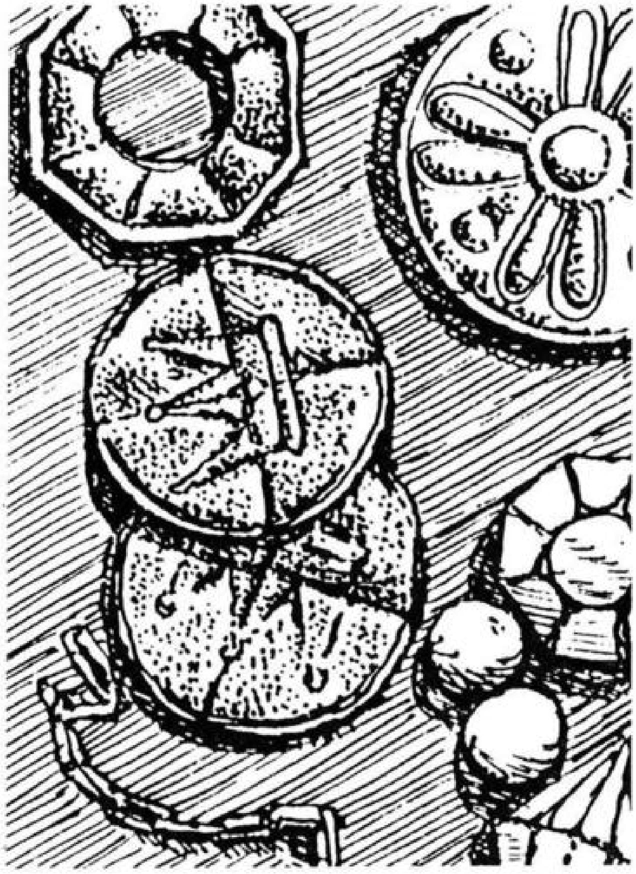
THE GUILDS

A guild is a brotherhood of craftsmen banded together to control economic activity in specific trades or professions. Throughout Hârn and western Lythia, virtually all significant commercial and professional activities are within the monopolies of powerful international guilds whose rights are protected by law. Towns are dominated by the activities of the guilds.

The Mangai

The Mangai is the association of all guilds. The Mangai's principal function is to regulate guilds, settle disputes between them, organize and regulate town markets and fairs, and lobby with governments concerning guild rights and privileges. The Mangai operates under the *Charter of the Mangai*, a law enacted by most civilized governments, which fosters and protects the monopolies of guilds.

A Mangai chapter is comprised of (at least) one representative of each local guild. This assembly generally elects an executive council. Although it wields enormous power, the Mangai stays out of politics. Governments respond by limiting their involvement in guild affairs to taxation.



Guild Franchises

Guilds have one prime purpose: to provide economic security for their members. To achieve this objective they employ their legal monopolies to limit competition. This is done mainly by restricting the number of *franchises* in a specific market. A franchise is a license granted by a guild to own and operate a business within a specific area.

Most guilds are urban; some are rural, some are both. Guilds may be weak, with loosely defined monopolies, but most are strong. In Orbaal and among the Khuzdul, the functions of guilds are performed by clans, equally monopolistic, but simpler in organization. A list of the guilded occupations is noted on the *Income Table* (p.17). Each guild is fully described in the *Dictionary*.

GUILD RANKS

There are three ranks within most guilds: Apprentice, Journeyman, and Master.

Apprentice

Apprenticeship is a privilege, most often granted to the eldest son of a Master. The guild may also permit (or sell) additional apprenticeships to the younger offspring of Masters, or to non-guildsmen able to pay the most. An apprenticeship lasts from four to seven years, depending on the guild. To ensure strict discipline, apprentices are rarely permitted to serve under their own fathers. Typically, two masters in nearby settlements exchange their apprentice children. Wealthy guildsmen often try and place their sons with highly skilled masters, paying such mentors a fee for this privilege. The treatment received by apprentices varies; frequent beatings and long hours of menial labor are normal. Apprentices receive only room and board; some get pocket money from generous masters.

Journeymen

The rules governing promotion from apprentice to journeyman vary from guild to guild. The candidate may have to pass a practical and/or oral examination before the guild's Board of Syndics, but the simple vouching of his master is generally sufficient. The professional guilds have the most stringent requirements. Some masters intentionally deny advancement to their apprentices because of the cheap labor they represent, but the guild usually prevents this from going on too long. A few guilds do not have the rank of journeyman.

Journeymen, in addition to room and board, are entitled to a small wage, ranging from one third to two thirds of the Bonded Master rate depending on experience. They are expected to travel from one location to another, working for different masters of their guild. After a prescribed period (3-5 years) the journeyman may apply to any Board of Syndics for promotion to the rank of master. This requires the recommendations of at least three masters under whom the journeyman has served, and often some kind of oral/written examination.

Masters

There are two kinds of master within most guilds, *Freemaster* and *Bonded Master*. A Freemaster is one who holds a *franchise*, which is simply a license granted by the guild to operate a business in a particular location. A Bonded Master works under contract for a wealthy person or institution. Unemployed masters who do not hold franchises are called simply masters. All masters tithe 10% of their incomes to the guild as dues.

Newly created masters are not automatically granted a franchise; these must be inherited or purchased. Many new masters return home to work alongside their fathers until they inherit the family franchise, while others seek employment as bonded masters until they can afford to purchase a new franchise. The fees to buy a new franchise are stiff, ranging from two to ten years' income of a master, plus the customary bribes. Some masters, by choice or poverty, never obtain a franchise.

Most guilds seek to preserve the security of their Masters by limiting the number of franchisees and establishing "fair price" guidelines for wares of specific qualities. A master who sells high quality wares cheap, or low quality wares dear, will receive a visit from guild officials. They will, politely at first, remind him that fines can be imposed, and ultimately, a franchise can be revoked.

Guildmasters & Syndics

All masters are members of the local guild chapter with one vote. They elect from among their number a Board of Syndics who then appoint a Guildmaster from among themselves. These officers are responsible for the day to day administration of the chapter and, except in the case of very wealthy guilds, continue to be practicing masters. They usually receive a stipend for their administrative role. The Guildmaster also represents the guild in the local chapter of the Mangai and at any regional conventions the guild may hold. The way in which a specific guild chapter is actually run depends mostly on the personalities involved.

UNGUILDED OCCUPATIONS

Most townsmen do not belong to guilds. Anyone may enter an unguilded occupation, but these tend to be insecure, unfulfilling, and unprofitable. Some unguilded freemen are common soldiers, and a few are successful scribes, artists, or toymakers, but most are common laborers, who are often worse off than the serfs of the countryside. It is the urban poor who suffer most in times of famine.

INCOMES

The *Income Table* lists the average wages earned from various occupations on Hârn. Monthly incomes are based on 24 days, the average number of days worked per month after various holidays. Dawn to dusk hours are the norm for most work.

Guilded Occupations

Wages are for *Bonded Masters;* room and board may also be provided. The employer would bear the additional cost of providing materials and supplies, but tools are owned by the master. A highly skilled master, such as a mason-architect building a new castle, or an exquisite sword craftsman, could earn fees up to six times higher, but such incomes are rare. Apprentices, in most cases, receive only room & board, but sometimes get pocket money from generous masters. A Journeyman would receive 30-60% of a master's wages, depending on his experience, plus room and board.

Freemasters tend to have variable incomes, possibly even a loss. Their expenses would include rent, taxes, and supplies, and demand for their services is obviously crucial.

Unguilded Occupations

Wages given are for average *experienced* workers; others might earn more/less depending on skills. Wages are dependent on the availability of labor.

Military Wages

Military wages are traditionally paid quarterly, but are listed monthly for comparison with other incomes. Considering the danger, wages are low, but there are some perks such as booty. Traditionally, a soldier may keep 2/3 of booty collected, giving 1/3 to the next highest rank, who gives 1/3 to the next highest rank, and so on. The commander of a large army can acquire quite a tidy sum in this way.

INCOME TABLE

Guilded	**Day**	**Month**
Apothecary	2.50d	60d
Chandler	2.25d	54d
Charcoaler	2.25d	54d
Clothier	2.50d	60d
Courtesan	Variable	
Embalmer	2.00d	48d
Glassworker	2.75d	66d
Harper	1.75d	42d
Herald	3.25d	78d
Hideworker	2.50d	60d
Innkeeper	2.50d	60d
Jeweller	2.75d	66d
Lexigrapher	2.75d	66d
Litigant	3.00d	72d
Locksmith	2.50d	60d
Mason	4.00d	96d
Mercantyler	Variable	
Metalsmith	3.00d	72d
Miller	3.50d	84d
Miner	3.50d	84d
Ostler	3.25d	78d
Perfumer	2.75d	66d
Physician	3.00d	72d
Pilot	Variable	
Potter	2.50d	60d
Salter	2.00d	48d
Seaman (AB)	2.00d	48d
Shipwright	3.75d	90d
Tentmaker	3.00d	72d
Thespian	Variable	
Timberwright	3.25d	78d
Weaponcrafter	4.50d	108d
Woodcrafter	2.75d	66d
Unguilded	**Day**	**Month**
Animal Trainer	3.00d	72d
Cartographer	3.50d	84d
Cook	1.25d	30d
Farmhand	1.00d	24d
Fisherman	2.00d	48d
Herdsman	1.00d	24d
Hunter/Trapper	2.50d	42d
Laborer/Porter	1.75d	42d
Longshoreman	1.75d	42d
Prostitute	1.50d	36d
Ratter	2.50d	60d
Sage/Tutor	3.50d	84d
Scribe	2.75d	66d
Servant	1.00d	24d
Teamster	3.00d	72d
Thatcher	2.25d	54d
Toymaker	2.00d	48d
Military	**Day**	**Month**
Knight/Officer	12.00d	288d
Archer	2.00d	48d
Sapper/Scout	1.50d	36d
Man at Arms	1.25d	30d
Common Soldier	1.00d	24d

Price List

ITEM	PRICE	SOURCE
ALE/pint	1f	Innkeeper
ANCHOR	12d	Shipwright
APPLES/bushel	6d	Manor/Market
ARROWS/dozen	15d	Weaponcrafter
AXE/battle	100d	Weaponcrafter
AXE/hand	70d	Weaponcrafter
AXE/hatchet	12d	Metalsmith
AXE/pole	96d	Weaponcrafter
AXE/throwing	48d	Weaponcrafter
AXLE	6d	Metalsmith
BAG/canvas	4d	Tentmaker
BARLEY/bushel	5d	Manor/Market
BARREL/hogshead	15d	Woodcrafter
BELT/leather	10d	Hideworker
BLANKET/wool	48d	Clothier
BOOTS/leather	60d	Hideworker
BOTTLE	6d	Glassworker
BOW/crossbow	60d	Weaponcrafter
BOW/long	36d	Weaponcrafter
BOW/short	24d	Weaponcrafter
BRANDY/pint	8d	Innkeeper
BREAD/rye loaf	1f	Miller
BREAD/wheat loaf	2f	Miller
BRIDLE	12d	Ostler
BUCKET/wood	4d	Woodcrafter
CANDLE	1f	Chandler
CART/2 wheels	80d	Woodcrafter
CAULDRON/iron	10d	Metalsmith
CHAIR	12d	Woodcrafter
CHARCOAL/bushel	2d	Charcoaler
CHICKEN/live	6d	Manor/Market
CIDER/pint	1f	Innkeeper
CLUB/mace	84d	Weaponcrafter
CLUB/maul	24d	Weaponcrafter
CLUB/morningstar	48d	Weaponcrafter
CLUB/warhammer	90d	Weaponcrafter
COAL/bushel	6d	Charcoaler
COFFIN	9d	Woodcrafter
COURTESAN	12d	Courtesan
CROWBAR	9d	Metalsmith
DAGGER	24d	Weaponcrafter
DAGGER/keltan	36d	Weaponcrafter
DAGGER/taburi	20d	Weaponcrafter
DONKEY/live	120d	Ostler
DRUM	36d	Harper
DUCK/live	6d	Manor/Market
EGGS/dozen	2d	Manor/Market
EMBALMING	200d	Embalmer
FALCON/trained	100d	Falconer
FLAIL/ball & chain	60d	Weaponcrafter
FLAIL/grain	12d	Woodcrafter
FLAIL/war	60d	Weaponcrafter
FLUTE	18d	Harper
GLOVES/leather	24d	Clothier
GLOVES/silk	48d	Clothier
GLOVES/wool	12d	Clothier
GOAT/live	10d	Manor/Market
GOBLET/pewter	3d	Metalsmith
GOLD/ounce	400d	Miner
GOOSE/live	9d	Manor/Market
GRAPPLE	10d	Metalsmith
HAMMER	6d	Metalsmith
HARNESS/horse	18d	Ostler
HARP	300d	Harper
HARPOON	40d	Metalsmith
HAT/leather	16d	Clothier
HAT/linen	4d	Clothier
HAT/silk	32d	Clothier
HAT/wool	8d	Clothier
HAY/bushel	6d	Manor/Market
HERB/common/ounce	6d	Apothecary
HERB/rare/ounce	60d	Apothecary
HIDE/beaver	30d	Hideworker
HIDE/calf	16d	Hideworker
HIDE/deer	6d	Hideworker
HIDE/horse	10d	Hideworker
HIDE/lambskin	3d	Hideworker
HIDE/otter/weasel	24d	Hideworker
HIDE/ox	12d	Hideworker
HIDE/pig	5d	Hideworker
HIDE/rabbit	1d	Hideworker
HIDE/seal	24d	Hideworker
HIDE/sheep	4d	Hideworker
HONEY/gallon	12d	Manor/Market
HORN/hunting	20d	Hideworker
HORSE/cart	180d	Ostler
HORSE/plough	240d	Ostler
HORSE/riding	360d	Ostler
HORSE/war	600d	Ostler
HORSESHOE/each	1d	Metalsmith
INK/black/quart	3d	Lexigrapher
KEY	2d	Locksmith
KNIFE/kitchen	6d	Metalsmith
KURBUL/backplate	60d	Weaponcrafter
KURBUL/breastplate	60d	Weaponcrafter
KURBUL/coudes	10d	Weaponcrafter
KURBUL/greaves	60d	Weaponcrafter
KURBUL/half-helm	30d	Weaponcrafter
KURBUL/kneecops	15d	Weaponcrafter
KURBUL/vambraces	25d	Weaponcrafter
LANTERN	12d	Chandler
LEGAL CONTRACT	24d	Litigant
LEGAL DEED	18d	Litigant
LEGAL WILL	12d	Litigant
LEGGINGS/leather	192d	Clothier
LEGGINGS/linen	48d	Clothier
LEGGINGS/silk	384d	Clothier
LEGGINGS/wool	96d	Clothier
LOCK	4d	Locksmith
LOCKBOX	12d	Locksmith
LUTE	200d	Harper
MAIL/cowl	90d	Weaponcrafter
MAIL/habergeon	645d	Weaponcrafter
MAIL/hauberk	855d	Weaponcrafter
MAIL/leggings	690d	Weaponcrafter
MAIL/mittens	75d	Weaponcrafter
MAPS	12d	Lexigrapher
MEAD/pint	2f	Innkeeper
MEAL/cold	3f	Innkeeper
MEAL/hot	1d	Innkeeper
MILK/gallon	3d	Manor/Market
MULE/live	180d	Ostler
NAILS/pound	2d	Metalsmith
OAR	5d	Shipwright
OATS/bushel	4d	Manor/Market
OATCAKES/doz	1d	Miller
OIL/lamp/gallon	12d	Chandler
OX/COW	96d	Manor/Market
PAN/copper	12d	Metalsmith
PICK	8d	Metalsmith
PIG/live	24d	Manor/Market
PIPE/smoking	2d	Potter
PITCHFORK	6d	Metalsmith
PLATE/ailettes	75d	Weaponcrafter
PLATE/backplate	300d	Weaponcrafter
PLATE/breastplate	300d	Weaponcrafter
PLATE/coudes	50d	Weaponcrafter
PLATE/great-helm	225d	Weaponcrafter
PLATE/greaves	300d	Weaponcrafter
PLATE/half-helm	100d	Weaponcrafter
PLATE/kneecops	75d	Weaponcrafter
PLATE/rerebraces	150d	Weaponcrafter
PLATE/vambraces	125d	Weaponcrafter
PLOUGH	48d	Woodcrafter
PROSTITUTE	1d	Prostitute
PURSE/buckram	9d	Clothier
PURSE/silk	60d	Clothier
QUILL	1d	Lexigrapher
QUILT/cowl	24d	Weaponcrafter
QUILT/gambeson	228d	Weaponcrafter
QUILT/leggings	230d	Weaponcrafter
QUIVER	8d	Hideworker
RING/cowl	42d	Weaponcrafter
RING/habergeon	300d	Weaponcrafter
RING/hauberk	400d	Weaponcrafter
RING/leggings	322d	Weaponcrafter
ROBE/silk	600d	Clothier
ROBE/wool	150d	Clothier
ROPE/fathom	6d	Shipwright
RYE/bushel	6d	Manor/Market
SACK/buckram	1d	Tentmaker
SADDLE/riding	80d	Ostler
SADDLE/war	240d	Ostler
SALT/bushel	12d	Salter
SANDALS/leather	8d	Hideworker
SCABBARD/leather	48d	Hideworker
SCALE/habergeon	430d	Weaponcrafter
SCALE/hauberk	570d	Weaponcrafter
SCROLL/parchment	2d	Lexigrapher
SCROLL/vellum	4d	Lexigrapher
SCYTHE	24d	Metalsmith
SHEEP/live	12d	Manor/Market
SHIELD/buckler	24d	Weaponcrafter
SHIELD/kite	72d	Weaponcrafter
SHIELD/knight	60d	Weaponcrafter
SHIELD/round	42d	Weaponcrafter
SHIELD/tower	96d	Weaponcrafter
SICKLE	10d	Metalsmith
SILVER/ounce	20d	Miner
SLAVE	300d	Slaver
SLED	80d	Woodcrafter
SNOWSHOES/pair	36d	Woodcrafter
SPEAR/glaive	84d	Weaponcrafter
SPEAR/javelin	36d	Weaponcrafter
SPEAR/lance	120d	Weaponcrafter
SPEAR/short	60d	Weaponcrafter
SPEAR/trident	72d	Weaponcrafter
SPURS	18d	Metalsmith
STABLING/day	1d	Ostler
SURCOAT/linen	60d	Clothier
SURCOAT/silk	480d	Clothier
SWAN/live	12d	Manor/Market
SWORD/bastard	180d	Weaponcrafter
SWORD/battle	230d	Weaponcrafter
SWORD/broad	150d	Weaponcrafter
SWORD/estoc	150d	Weaponcrafter
SWORD/falchion	120d	Weaponcrafter
SWORD/short	90d	Weaponcrafter
TABLE	36d	Woodcrafter
TANKARD/pewter	4d	Metalsmith
TENT/pavilion	200d	Tentmaker
TINDERBOX	6d	Chandler
TUNIC/leather	192d	Clothier
TUNIC/linen	48d	Clothier
TUNIC/silk	384d	Clothier
TUNIC/wool	96d	Clothier
VEST/leather	120d	Clothier
VEST/linen	30d	Clothier
VEST/silk	240d	Clothier
VEST/wool	60d	Clothier
WAGON/4 wheels	220d	Woodcrafter
WHEAT/bushel	8d	Manor/Market
WHEEL	18d	Woodcrafter
WHIP	12d	Hideworker
WINE/pint	2d	Innkeeper
WINESKIN/gallon	10d	Hideworker

HÂRNIC COINS

The first Hârnic coins were minted by the Sindarin. These were tokens of esteem for their human subjects, who were soon trading and forging them, making regulation necessary. When the Sindarin withdrew to the Shava Forest, they ceased minting coins, leaving the Khuzdul with a monopoly for many centuries until the first comprehensive system of coinage was developed in the Corani Empire some 300 years ago. Today, coins are struck at official government mints, or freemaster Jewelers are awarded a license to strike coins for a fixed period. The penalty for making coins without such license is death.

There are no bronze or copper coins minted on Hârn. The Khuzdul of Azadmere mint a gold coin called the Khuzan Crown, but most people will never see one. The coinage system in use throughout Hârn is based on a single coin, the silver penny.

4 farthings = 1 penny 1d
12 pennies = 1 shilling 12d
20 shillings = 1 pound 240d

The farthing (f) is a silver penny divided (literally) into four quarters. The shilling (12d) and the pound (240d) are not coins, merely quantities of silver pennies. Coins contain about 75% of metal value, the difference being due to the cost of minting and the addition of 10% tin for strength.

Most civilized states produce their own silver pennies. Coins from Azadmere have universal acceptance throughout Hârn; coins minted elsewhere are discounted 10-20% outside their own territory. Rethemi coins, due to chronic problems of clipping and debasing, are hard to pass outside Rethem.

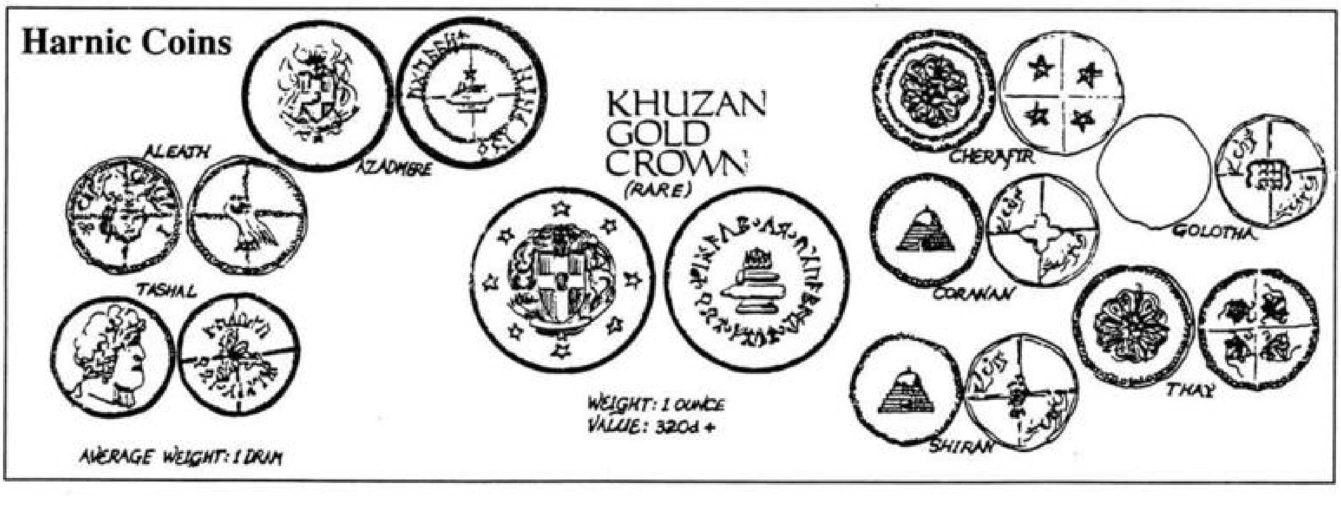
PRICES

A price list of basic goods is given so that players might not be taken advantage of *all* the time. Prices may vary greatly from those shown, by region, by season, and by vendor mood, etc. Bargaining over prices is as much an artform on Hârn as anywhere. The seller, with a shrewd eye on the size of the buyer's purse, sets a price. Haggling follows, and the final transaction can vary 25% or more from the noted prices. The price list shows the craftsman or establishment where the goods or services may be purchased. Most craftsmen sell their products in the market.

Players must keep in mind that these are "retail" prices at the indicated source which may not, of course, be the original source. The selling price of goods must cover work done to make them saleable, tariffs and tolls, transport costs, and losses to shipwrecks, storms, pirates, and brigands. A mercantyler might buy some items listed for as little as 10% of these prices, and sell them for roughly 50% to the named source. Exotic goods from eastern Lythia change hands many times and sell in Hârn for up to 100 times their original cost.

Food and livestock are bought either at a market or directly from the producer. Most meat is purchased live since a live animal is indisputably fresh. Most foodstuffs are sold on the basis of quality and volume not weight. Markets do not have scales and even if they did they would probably not be trusted by buyers. Prices are given this way only for comparison. Prices noted "f" are in farthings; 4f = 1d.

The units of measure noted on the price list are those standard to Hârn. See under WEIGHTS & MEASURES in the ***Dictionary***.


Harnic Coins

TAXES & TOLLS

The Hârnic taxes below are mainly urban in character. The levies charged rural folk, namely aids and heriot, are noted (see, page 3) under feudal obligations.

Property Tax

An annual tax charged on the assessed value of real estate most of which is owned by wealthy guildsmen or gentlefolk. Bribery of civic tax assessors to deflate values is widespread. Landlords are responsible for payment of property taxes, generally on the first day of Savor. There are two tax rates, a business rate (6%) applicable only to guildsmen, and a residential rate (8%) for everyone else. Properties outside a city wall, but still under civic jurisdiction (generally within one league of the citadel) probably pay lower taxes (30-70%). Tax exempt status applies to many legal temples.

Hawking Tax

A tax payable to the Bondmaster on all goods brought into a city to be sold, including raw materials for further processing, but excluding foodstuffs. The tax is usually a percentage of the consignment's value, but since the Bondmaster tends to rely on "declared values", assessments are generally low unless the mercantyler neglects the appropriate bribes. The average tax is 10%.

Bonding Fees

The mercantyler can delay payment of the hawking tax by placing his goods in bond, that is storing them in the government bonding house. Goods temporarily brought into a city, but destined to be exported, must be placed in bond. This service incurs payment of a bonding/storage fee, a percentage of declared value, payable in advance with a minimum one month fee. The average Bonding Fee is 1% per month.

Tolls

A generous quantity of Government tollhouses exist along most major roads, and at bridges, fords etc. Typical tolls are:

1f per Person (afoot)
3f per Horse
2f per Cart (2-wheels)
4f per Wagon (4-wheels)
1f per Ox/Sheep/etc.

Tolls are often charged by various parties, especially at bridges and fords. These are rarely legitimate, and always more expensive.

Guild Dues

All master guildsmen tithe 10% of their gross incomes to their guild, which then pays half of this sum to the town government. Unguilded occupations pay only the higher residential property tax.

Maritime Taxes

Shipowners berthed in a port must pay to the harbormaster, *Wharfage* that averages 1d per foot of vessel length per day. Vessels at anchor in a port, pay roughly 20% of the wharfage rate. The *Pilotage* fee is typically 24-48d per vessel. A vessel can reduce its wharfage by 50% (not its pilotage) by paying an annual *Registry* fee. Additional detail on Maritime taxes can be found in the Dictionary under their own headings.

TRADE

All regions of Hârn are self-sufficient with the exception of salt and mineral ores. Most trade goods are exotic wares, or staples that are temporarily scarce in specific areas.

Caravans

Nearly all land trade is transported by caravans of mercantylers. The long established routes are often patrolled. Way-stations such as *Trobridge Inn* or *Oselbridge* have been built at strategic points to aid the caravan trade. Tashal is the major trading center of eastern Hârn. Every spring four large caravans converge on Tashal; from Orbaal and the north down the Fur Road, from Azadmere via the Silver Way, from Coranan and western Hârn along the Salt Route, and from Thay by way of the Genin Trail. The diverse goods brought to Tashal are traded throughout the summer, and in early autumn, the four caravans return home.

Coranan is the major trading center in the West. Caravans journey between Aleath and Coranan throughout the year. Goods from Golotha and Shiran move to Coranan at irregular intervals, usually by barge on the Thard River. The traditional departure date of the Salt Route caravan from Coranan to Tashal is the fifteenth of Peonu. Mercantylers from Golotha and Shiran join the caravan at Coranan. Many Aleathian mercantylers join the caravan at Moleryn.

Maritime Trade

Roads are, for the most part, pretty bad, and wheeled transport slow and crude. Land trade is the preserve of a hardy mercantylers and most commercial movement of goods is by water, although this is less true on Hârn than elsewhere.

HÂRNIC LAW

Compared to nearby western Lythia, Hârn is a relatively barbaric region. But no civilized society can function without a legal system, and even on Hârn the administration of justice is surprisingly complex. The following is a brief outline of the various types of justice that exist; it may be assumed that each tribal society also has its own social ethical code.

FAMILY LAW

The fundamental level of law everywhere is the clan or family. Clans vary in size and status, ranging from powerful extended clans with hundreds of members to small nuclear families. All clans are headed by an individual (clanhead) who has almost total authority over clan affairs and members. Clanheads have the right to arbitrate disputes among kin and punish clansmen for anti-social behavior. They also have the right to approve all marriages, and to expel members from the clan for cause, powers which are the origin of the terms Inlaw and Outlaw. Although most clanheads try to be fair in their judgments, being a *close relative to one may be crucial.*

Succession

When a clanhead dies or is removed from office, a succession council of clan adults will be convened to choose a new clanhead. Most often the eldest son of the deceased is chosen, but councils have been known to ignore such traditions. The preference of the deceased, expressed in a will or testament, may be decisive, as might the concerns of a liege when title to feudal lands/property is involved. Rival candidates are often allowed to plead their cases before the council. Succession disputes which can not be resolved may be decided in feudal courts. Among small clans, the formality is less, and the eldest surviving son will usually inherit by default.

VENDETTA LAW

Although the vendetta system is fading from Hârn, it is the seed from which most legal institutions have grown, and it still dominates in Orbaal. The foundation of the system is the belief that most crimes are private matters between families. The power of the clan, the fear of its retribution, is the principal force for the maintenance of social order.

Wergild

Vendetta justice revolves around the concept of Wergild (mangold), being compensation for the death or injury of a clansman. The amount to be paid is negotiable and varies with the status of the victim and the degree of his injury. If the accused cannot pay, the entire family are liable unless they cast out the miscreant by declaring him outlaw.

Injustices & Feuds

Vendetta law has two major weaknesses. First, guilt and innocence tend to be more a matter of power than right or wrong. Women and children, the aged and infirm, are often denied justice. Criminals often go free because the injured party may be dead or his family intimidated into silence. Second, there is a great tendency for the system to inflame protracted clan feuds. Families get involved in vicious, ongoing, bloody brawls. Such feuds may last for generations, each side forgetting the origin of dispute, each responding to the other's latest atrocity.

FEUDAL LAW

Nobles are automatically assumed to be superior and legal systems always protect the privilege of rank. Short of rebellion or treason, there are few crimes that can be committed by a noble. Any time a commoner is rude or familiar to a noble, he can expect swift punishment. It is not a crime for a noble to maim or slay a commoner for cause, although the victim's family may have a tenuous claim to compensation.

Unfree Tenants

Serfdom arises not by force, but by necessity. A freeholder suffers a series of poor harvests through the caprice of poor weather, bad management, or rampaging brigands. The impoverished freeholder is then forced to seek the aid or protection of some powerful magnate. A contract is struck; the lord agrees to provide food, land, and basic security; the freeholder agrees to provide free labor working on the lord's demense, a reasonable request in a largely cashless society. Such agreements are verbal and may be established almost by default. The tenant renders services traditionally owed by serfs, and the lord provides aid that imply such a contract exists. The compulsory nature of serfdom is that most agreements are inheritable; the parties bind their heirs as well as themselves.

Serfs are completely dependent on the judgment of their lord. When disputes between two unfree tenants arise, they must first seek the mediation of their village reeve, the chief serf/tenant. If the parties to the dispute are not satisfied, they may appeal to the lord, whose decision is final.

Although a lord's justice can be arbitrary, local custom is a powerful restraint, and most lords treat their unfree tenants fairly. They are valuable assets and few lords have sufficient manpower to quell rebellious tenants or to waste chasing serfs who flee his justice.

It is possible for a serf to convert his legal status to that of a freeholder, sometimes at the pleasure of his lord, but more likely by payment of a stiff fee.

Freehold Tenants

The major difference between freehold and unfree tenants is with their legal status. Freeholders are not bound to the land; they can come and go as they please, although there may well be a contract with the lord specifying they will remain on the land for a period of time. Violating this agreement by premature departure is likely to be met with resistance, prosecution, etc.

Freeholders are, like serfs, subject to the justice of the lord but, unlike serfs, have the right to appeal decisions to the king's law. Needless to say, such appeal will be unpopular with the lord, and intimidation, subtle or otherwise, to withdraw suits from royal courts is not uncommon.

The legal distinctions between serfs and freeholders are often blurred. There are numerous instances on Hârn where freeholders cultivate some land on which *seasonal* labor obligations are due, and some wealthy serfs lease freehold land parcels. In fact, the legal status of a tenant, free or unfree, is the leading cause of dispute in the countryside. Such cases are tried before royal courts where the lord will attempt to prove that a serf relationship exists.

ROYAL JUSTICE

The establishment of a system of royal courts is a recent development on Hârn. There have always been royal courts under feudal law where kings dispensed final and personal justice, but the new system of royal justice has far expanded this narrow concept. The wise monarch is anxious to cultivate respect for the law and feudal courts are plagued by jurisdictional problems and widely differing customary laws. The preservation of local custom is a high priority of royal courts, but some uniform laws have emerged. These are referred to as the king's *commonlaw*, a body of legal tradition that is shared by most of the realm.

Shires & Hundreds

The system is open to any freeman, but not to the unfree majority of the Hârnic population. Most of civilized Hârn is divided into judicial provinces called *shires*, which are further subdivided into *hundreds*, each with their own legal organs. The chief officer of a shire is called a Sheriff (shire-reeve); that of a hundred is termed Baliff of the Hundred.

Shire Moots & Assizes

Royal assizes (courts) are usually held in shire and hundred moots on a regular basis, monthly in each hundred, quarterly in each shire. The bailiff or sheriff presides, sets the agenda, and enforces whatever decisions are made. In each jurisdiction there are six to twelve jurors, usually local knights or yeomen who must attend the assizes as part of their feudal obligations. The plaintiff and defendant present their case to the jurors, supported by the testimony of sworn witnesses when possible. The juror's answer (verdict) may be influenced by local gossip, but will at least be based on some kind of evidence and common law rather than superstition or raw power.

Felony

Under vendetta and feudal law, legal action can be initiated only by the injured party or his clan. The concept of felony (crimes against the king's peace) has revolutionized law over the last century and is largely responsible for the growth of royal justice. At each assize, the question is put to the jurors, "whether any man present knows of any felony or of any felons dwelling in the community". The jurors are sworn to give the particulars of any cases of which they know, and the assembly may have the accused brought for trial. In effect, the state has accepted the burden as prosecutor for some (but not all) crimes.

Royal Writs

Writs are simply written commands to a royal court that a plaintiff's case be heard. They were originally granted as favors by the king, but their wording and form are now standard and sold by the crown for a fee, usually 6-12d. Most writs are issued in the king's name by a sheriff or bailiff, and their use is now mandatory in most royal assizes. Noting the fiscal benefits of this procedure, the practice of writs has been adopted by some feudal lords with respect to their own courts. Writs are only issued to freemen but this includes those disputing their unfree status.

Appeals

The royal courts have a definite hierarchy; appeal from a hundred assize can be made to a shire assize. From there, the final level of appeal is direct to the king, a rare privilege. Royal courts are considered higher than feudal courts, although the latter have absolute power over the unfree in their jurisdiction. Feudal lords have the right to hear all cases arising in their fiefs, but freemen may appeal to the hundred moot. It is possible, of course, for various officers to interfere in the appeal process at any level.

Forest Law

Entire hundreds are sometimes designated "royal forests" where a special and onerous legal code has precedence over all other laws. The basic objective of forest law is the preservation of wildlife habitats for the king's hunting and pleasure. Poaching is probably the most common crime on Hârn. This is particularly dangerous in royal forests which are policed by sometimes over-zealous royal foresters.

The forests have many frontier characteristics; justice can be quick and rough. Officially, foresters only have the power to apprehend miscreants and bring them to the shire moot for trial, but many act like hired thugs. A first offender might be severely beaten; a repeat offender will be lucky to escape with a branding, for some are summarily hanged. Peasants dread visits by the foresters, and a hush will fall over any inn they enter. Such abuses are tolerated by an otherwise liberal monarch because the forests are considered to be a vital royal privilege.

TOWN LAW

Town law is different from rural justice and is sufficiently complex to support a guild of litigants. Towns are inhabited mainly by freemen; royal justice is available to most citizens. Towns regard the right to operate their own courts, free from the interference of local lords among their most treasured prerogatives. Freetown courts enjoy status in the royal judicial hierarchy equal to that of a shire. Appeal from them is directly to the crown. But feudal towns are considered part of the shire in which they lie; appeals are made first to the shire moot.

Most cases are settled informally. The parties to a dispute make an appointment for adjudication and the case will then be argued before a single alderman. The financial interests of the participants often lend themselves to a quick execution of justice. The alderman will pass judgment, levy and collect fines with dispatch. Appeals may be made to a town court of assembled aldermen. Important or complex cases may go directly to the town court. Aldermen may issue writs and warrants, but in a corrupt town it is usually cheaper to seek a writ elsewhere.

CANON LAW

Legally recognized churches have the right to hold their own courts and administer justice for a variety of religious crimes, including blasphemy, heresy, and witchcraft. Temple courts often use trial by ordeal to determine guilt or innocence. The penalties handed out vary from one church to another; Peonian courts rarely inflict permanent harm on offenders, but Agrikan courts are overly fond of burning at the stake. Temple courts must obtain secular consent to any death penalties, a requirement much abused in Rethem.

TRIALS & ENFORCEMENT

The majority of cases are heard informally by a single noble or officer who will listen to the arguments and render his verdict, but other trial forms exist.

The Sworn Inquest

The sworn inquest is largely restricted to royal courts, although variations exist in temple courts. Any freeman may demand a sworn inquest by first obtaining a royal writ. The basic form is for the presiding officer to appoint a sworn jury which will hear evidence and give a verdict. Witnesses may be called and obliged to testify under oath.

Trial by Ordeal

Formerly common at all levels of justice, ordeal is now rarely used except by Temple Courts. There are a variety of methods used for each temple has its own traditions. A common ordeal is trial by water. The accused is dropped into consecrated water; if he sinks he is deemed innocent and is rescued. The essence of ordeal is a belief in divine judgment, but when this is not forthcoming, the method favors those with small bones and little fat.

Trial by Combat

A vestige of the vendetta system is the right of the accused to meet the plaintiff in fair combat. It is generally only the nobility, those trained in arms, who attempt to exercise this right. In the more liberal kingdoms (Melderyn, Kanday, Kaldor and Chybisa) the right is often denied, especially by royal courts.

Warrants & Arrests

The presiding officer of a legal court has the right to issue warrants within his jurisdiction. Warrants may command either the arrest of the accused, or demand his appearance at the next court session. The accused might languish in a dungeon for years, but will usually be brought before the next session of the court. Some criminals are apprehended by the citizenry, seized off the street, often by a pursuing mob exercising a quaint custom known as the Hue and Cry, and brought (hopefully in one piece) to an officer for arrest.

Pamesani Games

In Rethem and Tharda, sentence to the Pamesani Arena is used as punishment for criminals. Miscreants can be sent to the arenas for virtually any crime, although this punishment tends to be reserved for serious or repeat offenders. The duration of punishment can range from a single combat for a minor crime to life imprisonment for a major crime. The treatment a convict receives depends on the whims of the slavemasters. Some gladiatorial training and assignment to a fair combat may be given, but many are condemned to participate in a "spectacle" in which the survival rate is rather low.

Torture

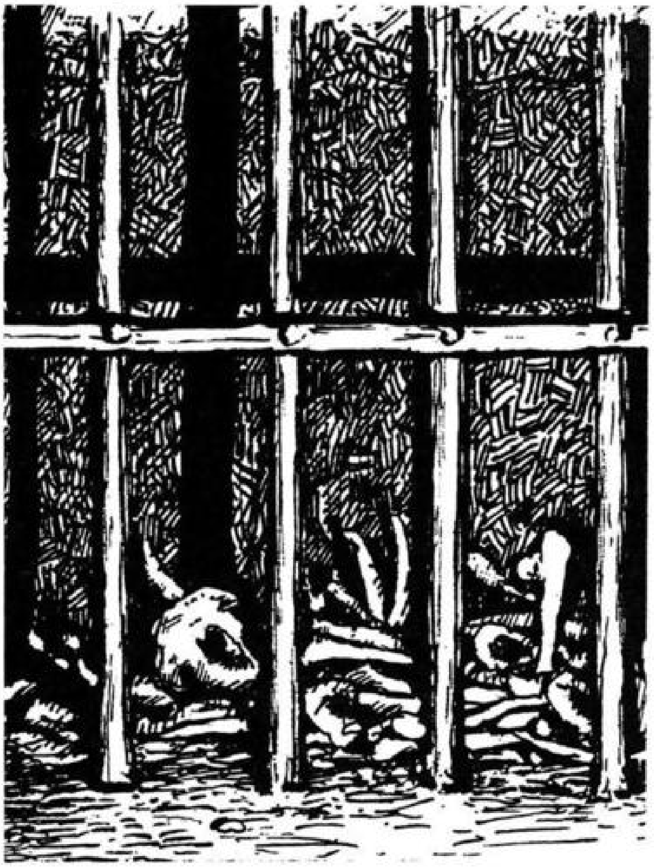
Torture is considered a legitimate means to extract evidence from reluctant witnesses. In some jurisdictions, notably Kanday and Melderyn, its use is limited as much as possible. In Rethem, the arts are polished to the highest degree. The elves and dwarves never use torture. There are as many methods and techniques as there are torturers, the rack being the most popular device among zealous investigators.

The Death Penalty

By tradition, death by the severing of the head is an honor reserved to the nobility; simple folk are executed in various interesting ways, hanging being most common. The cadaver of an executed criminal is often locked into a gibbet and hung in plain view as an example of justice. They are not commonly used in Chybisa, Kanday, or Melderyn, but in Rethem a gibbet can be found at most crossroads. At Tashal, a rather macabre sight is Orgael Wood, where a hundred or more gibbets hang.

Outlawry

Very often the accused evades capture, escapes custody, or otherwise cannot be found. But a detail like this does not prevent his being tried. When an "in absentia" conviction occurs, the penalty is limited, in practical terms, to outlawry. A declared outlaw may be slain by anyone without fear of prosecution. Any legally constituted court, right down to the lord of a manor, can declare the status of outlawry although other jurisdictions may not acknowledge the declaration. If an outlaw is considered particularly dangerous, a reward may be offered for his capture, dead or alive, and a number of bounty hunters wander Hârn in search of business.



HÂRNIC LEGAL VARIATIONS

Many of the concepts of law discussed are not universal throughout Hârn. They mainly apply to the liberal feudal kingdoms of Kaldor, Kanday, and Melderyn. However, there is no royal justice system in Chybisa, and Rethem is notorious for legal abuse of all kinds. In general, the stronger the central government, the more business likely to come before royal courts.

Azadmere

Crime is negligible; fines and punishments tend to be harsh. The Baron of Habe and his knights have the right to hold feudal courts, but all inhabitants (including serfs) can appeal to the King's Law, a refinement of the vendetta system. Law is administered in the city by justiciars and elsewhere by circuit court judges. The final appeal is to the King's Court, which is mandatory when the death penalty is imposed.

Evael

The elves rarely transgress against their customs. Sindarin clanheads are well able to settle most disputes, and the king may be called upon if necessary.

Orbaal

Vendetta and Family Law rule the north; central government is weak and there is no royal justice system. The internal affairs of clans are handled exclusively by the Valhakar (clanhead) and his Thrangaad (council). Lesser tributary clans may appeal to the judgment of the Valhakar of a great clan, but in disputes among the great clans, feuds dominate.

Tharda

The Thardic Republic has a judicial structure that is somewhat alien in the Hârnic context. The Thardic Senate in Coranan is the supreme court, but only important cases can appeal this high. Judicial administration in each province is headed by a provincial magistrate, and each province is divided into districts headed by a Legar. Most legal disputes among common folk, however, are handled informally by the client/patron system that dominates society.

CRIMES & PUNISHMENT

The following is a guide to the penalties imposed for various crimes. It should be noted that "aiding and abetting" will generally bring the same penalty as the actual crime. Unless a crime is noted as a felony, accusation must be brought by the offended party or kin.

State Crimes

Actions against the sovereign. These are the most serious of crimes and are usually the only laws enforced against nobles. They are all felonies.

REBELLION Taking up arms against a lawful liege. Penalties: loss of property and title, banishment, or death.

REGICIDE Killing or attempting to kill a member of the royal family. Penalty: death (usually after torture).

TREASON Obstructing, disputing, or conspiring against royal authority, sabotage of crown property, etc. Penalties: banishment or death.

Privilege Crimes

Crimes concerning the abuse or usurpery of some kind of privilege, obligation, or right. An offense against the social order.

ABUSE OF TRUST Abuse of office or position, including graft, embezzlement, accepting bribes, dereliction of duty, etc. Where a royal official is concerned, this is considered a felony. Penalties: loss of office, title, and property, imprisonment, banishment, death.

BREACH OF RANK Bearing heraldic arms or chivalric weapons without lawful right, disrespect for a person of noble rank, or for a lawfully appointed official. Penalties: flogging, imprisonment, branding, death.

OBSTRUCTION OF JUSTICE Hindering an officer/noble in performing his duty. If other felonies are involved in the obstruction, this crime is deemed a felony. Penalties: pillory, fine, imprisonment, hanging.

Social Crimes

Crimes of violence against commoners. As a general rule, only common folk will suffer the more severe penalties. A noble's liability is usually limited to restitution in cash or kind, if that.

ABDUCTION Detention of a person against his will without lawful cause. Penalties: restitution, fine, imprisonment.

BATTERY Common assault causing injury. Penalties: restitution, pillory, flogging.

CANNIBALISM Eating or skinning human bodies. The latter is not illegal in Rethem. Generally deemed a felony. Penalties: death by starvation or burning.

MANSLAUGHTER The accidental slaying of a commoner. This is generally considered a felony. Penalties: restitution, fine, imprisonment.

MURDER Killing a commoner without due cause or provocation. This is generally considered a felony. Penalties: restitution, fine, hanging.

OBSCENITY Engaged in some prohibited sexual act such as prostitution, etc. Penalties: pillory, imprisonment, death by stoning.

RAPE/ADULTERY Sexual assault of a maiden, or sexual relations with a married woman. Penalties: flogging, restitution, castration, death by stoning.

SLANDER False accusation, malicious gossip, etc. Penalties: scolding, removal of the tongue, restitution, flogging.

Economic Crimes

Secular crimes that cause only economic harm. None are felonies unless royal privilege is involved.

BREACH OF GUILD PRIVILEGE Usurpery of the lawful rights of a guild or guildsman, violation of guild monopoly. Penalties: confiscation of property, fine, restitution, banishment.

FORGERY/FRAUD Forging documents or coinage, possession of same, etc. Penalties: fine, restitution, imprisonment, death.

LARCENY Theft. Penalties: pillory, restitution, fine, flogging, imprisonment, hanging.

PIRACY, ROBBERY A felony. Penalties: fine, imprisonment, death.

POACHING A felony on royal lands. Penalties: restitution, fine, flogging, branding, banishment, hanging.

SMUGGLING A Felony. Possessing, selling, or Transporting, any proscribed or contraband goods. Penalties: fine, imprisonment, hanging.

TAX EVASION A Felony. Avoiding payment of any lawful toll or tax. Penalties: restitution, fine, pillory, flogging, death.

Temple Crimes

Legally recognized churches have the right to hold temple courts and judge a variety of religious crimes. Trial by Ordeal is common but secular consent is needed for executions.

BLASPHEMY Lack of respect for a lawfully recognized deity. Penalties: scolding, removal of the tongue.

BREACH OF TEMPLE PRIVILEGE Impersonation of a priest/cleric, usurpery of temple rights. Penalties: flogging, burning, impalement.

DESECRATION Theft/damage to the property or relics of a lawfully recognized church. Penalties: flogging, branding, death.

HERESY Contradicting, denying, disputing, official church doctrine. Penalties: mutilation, burning, impalement

WITCHCRAFT Conjuring or consorting with demons, disposing of souls, casting inimical spells, etc. Not enforced in Rethem/Tharda. Penalty: burning.

BEARING ARMS

Some players ignore inconvenient elements of game life. They arm their characters to the teeth for a quiet stroll around town. Some seem fused to their armour, not changing it for weeks, a habit that would make anyone smell like a sewer rat in a hogshead of dragon dung. But hygienic and body odor considerations aside, there are other, powerful customary limitations on the bearing of arms.

Guard: *Is there a war on somewhere?*

PC: *No. Why do you ask?*

Guard: *Then what's all the armour for?*

PC: *I always dress like this.*

Guard: *Why?*

PC: *Well... when there's trouble, I don't have to put armour on. It's right there. And I save a lot of time this way. Putting armour on and taking it off again takes hours. Waste o' time that is.*

Guard: *What kind of trouble were you planning to make?*

PC: *I wasn't going to start it...*

Guard: *Start what? You're fast enough with denials... and didn't you just say you're often in trouble... Perhaps you're planning an attack on the citadel (some of his fellow guardsmen laugh).*

PC: *No, No, it's nothing like that. I just want to be ready to defend myself...*

Guard: *Against what?*

PC: *Ruffians, thieves, and outlaws, of course.*

Guard: *So, you lack faith in our ability to police the town and protect honest citizens from harm?*

PC: *Yes. I mean no. These streets can be dangerous at night and you aren't around much then , are you?*

Guard: *Are you saying we shirk our duty?*

PC: *Oh No! Not that. No sir. It's just that there's more ruffians than guards at this time o' night.*

Guard: *I see. So, you like to wander about town armed like a knight in the middle of one? (chuckling at his pun). Are you a knight?*

PC: *Er... well no. It's like I said, I'm just an honest citizen heading home from a late night at the tavern and...*

Guard: *Or from your attack on the citadel?*

PC: *I wouldn't start any trouble.*

Guard: *You just attract it, eh? And you just want to be prepared?*

PC: *That's right... well sort of...*

Guard: *Sort of? Well, I trust you're prepared to come to the castle where we can spend a few pleasant days checking out who you really are, whether you have the right to carry these "tools", and if you're wanted for any felonies, or somethin'.*

PC: *But I don't have time for all that...*

Guard: *Of course you do. You have all that time you saved by not donning and doffing your armour.*

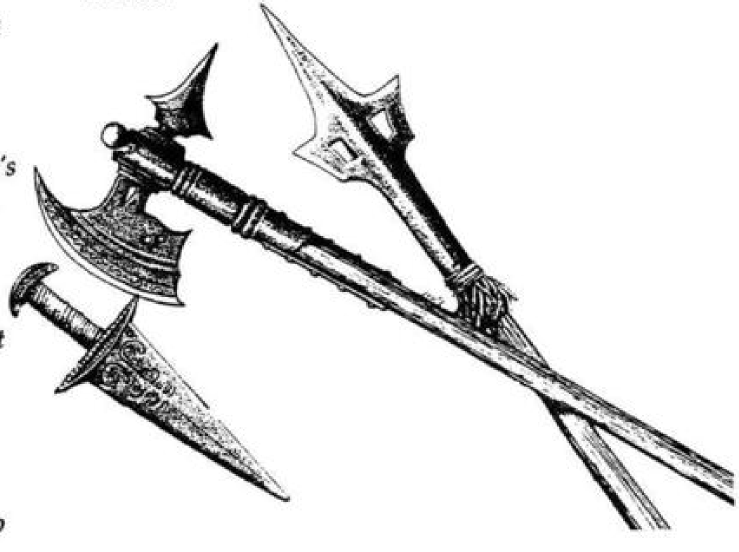
PC: *But I've committed no crime... this is unfair.*

Guard: *So's your odor. We'll have to dip you in the moat before we lock you up. The other prisoners might object. Grab him men!*

The example above cites a typical reaction of the town guard to a excessively armed commoner. And if the city guard acts this way, imagine how polite a street gang, or an offended knight might respond. Being inappropriately armed (more than tunic and sword) challenges some and intimidates others.

THE RIGHT

Arms and armour are the potential tools of rebellion. Obviously, limiting their widespread use is in the interest of any ruling class. Weapons in the hands of simple folk challenges the nobility's hold on power. On the other hand, the gentry may require military assistance from those lower on the social ladder and benefits from having a supply of trained warriors. The bigger the army, the more powerful the sovereign, assuming the sovereign can control the army. Good government, in a feudal sense, is largely a matter of keeping the right number of people armed.



In theory, like land, the right to bear arms devolves from the sovereign whose ultimate duty it is to defend the state. Obviously, those charged with the defense of the kingdom, must be privileged to bear arms.

In the strictest sense, only those explicitly granted the right or those who can trace their right to a grant from the sovereign, through his vassals, have the right to bear arms. The practice, however, is more liberal.

Like knighthood, the right to bear arms may be delegated by anyone who possesses it, so that a gentleman can arm his retainers, as long as they remain in his employ[6].

Official military organizations, fighting orders, legions, etc., *lend* the right to bear arms to their members and this right is generally retained when an individual is honorably discharged, especially if the individual remains available for military service. Most mercenaries are former soldiers (or claim to be). The sons of soldiers often claim their father's right to bear arms, a dubious claim that, nevertheless, may go unchallenged.

Towns charged with their own defense are usually given charter rights to organize militia and/or hire mercenaries. To assure themselves of legality, however, they nearly always hire knights to take charge.

DEFINING WEAPONS

One of the main difficulties is in defining weapons and armour. What constitutes a weapon and what a tool? Which is clothing and which armour? There are two subclasses of weapon, chivalric weapons which may only be used by gentlefolk. and common weapons which may be used by everyone else. Unfortunately, there is no universal standard by which all nations judge.

Custom defines a weapon as a tool used for fighting on the battlefield or field of honor and excludes items which are used by craftsmen in their day to day work. Unfortunately, some weapons and tools cross the line. A maul can be a simple mallet, or it can be iron-reinforced for use in combat. Similarly, a grainflail reinforced with iron becomes a warflail.

The Lady Calfona Astrin, wrote a treatise on Kaldoric etiquette called *Manners and Affectations* in 398 which has seen wide circulation, and has been translated into several languages. Calfona's *Manners* divided arms and armour into three broad categories; tools, weapons, and chivalric arms, and she is the accepted authority on the subject.

Tools and Common Garb	Simple Weapons/Armour	Chivalric Arms/Armour
Sickle, Maul, Staff, Grainflail, Sling, Pitchfork, Knife, Hatchet, Rock, Stick, Clod of Mud, etc...	Keltan, Spear, Taburi, Trident, Falchion, Falcastra, Shortsword, Pike, Handaxe, Bill, Shorkana, Glaive, Club, Buckler, Morningstar, Roundshield, Warflail, Tower Shield, Javelin, Crossbow, Longbow, Staffsling, Shortbow, Longknife*	Bastard Sword, Battlesword, Broadsword, Estoc, Battleaxe, Warhammer, Mace, Ball & Chain, Lance, Poleaxe, Kite Shield, Knight's Shield
Cloth, Leather, Quilt	Kurbul, Ring, Scale	Mail, Plate

SOCIAL CLASS

For the purpose of bearing arms, society may be divided into three basic classes: (1) The Unfree; (2) Simple Freemen; (3) Gentlefolk (Nobility). Generally speaking, the unfree can use "tools", simplefolk can use "simple weapons", and gentlefolk can use whatever they wish.

The Unfree

The Unfree have no right to bear arms or wear armour, except as granted by their liege-lords, and gentlefolk are extremely hesitant to grant this right. Some lords, reluctantly, allow their unfree tenants the temporary right to bear arms during militia training, or when repelling an invasion.

The unfree have certain rights in exchange for their servitude. The most important of these is the right to the protection of their lords. A lord who conscripted his unfree tenants for onerous military service would probably be violating the contract between his family and theirs.

Simple Freemen

The gray areas have always been for simple freemen. Most gentlefolk acknowledge that it is appropriate for simple freemen to bear common (non-chivalric) weapons. This varies according to occupation and situation. A heavily armed mercenary is appropriate when on duty in a war zone, but not otherwise. A modestly armed freeman will rarely be challenged.

Many freemen make a point of carrying some visible symbol of their right to bear arms, a shortsword for example, on the theory that asserting a right is the best way to retain it. In some regions, this practice is required by law.

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[6] Of course, a gentleman is responsible for the behavior of those he arms. They are his representatives, and the obligations and duties acquired by both parties can be quite complex.

The Gentry

The right to bear arms is most easily defined for the nobility. They can bear whatever weapons and armour they please. The social elite do, however, have social restraints. Nobles prefer to express their class, in part, with the weapons they bear, namely chivalric weapons, and woe betide any simple man who bears such weapons.

Gentlefolk consider certain weapons to be dishonorable. No gentleman would, for example, carry a bow; they are cowardly weapons and a gentleman is no coward. Bows are weapons that kill at long range and a true gentleman fights only hand to hand, close enough to his opponent to introduce himself.

Although gentlefolk consider bows beneath their own dignity, the less conservative are willing to accept the presence of a properly-disciplined contingent of longbowmen. These at least require some skill to use. Even so, most knights deem it inappropriate for archers to shoot at knights — this sets a poor precedent, simplefolk killing gentlefolk.

Crossbows are loathed by nearly all gentlefolk and even by most common soldiers. A crossbow is a coward's weapon, used by thieves and murderers from ambush, or occasionally by a hunter with warped sportsmanship, but never by a gentleman and rarely by a simple soldier of "good virtue". Bearing a crossbow is likely to be met with a violent challenge by any noble.

WEAPONCRAFTERS

"I'm a simple man it's true, but I am also a weaponcrafter, and I am taking this wonderfully balanced battlesword, this mail hauberk, this fine steel helm, this knight's shield, these excellent mail leggings, and this plate cuirass of exquisite design out to be tested. Why am I wearing them? Well er... they're very heavy and I want to evenly distribute the weight... yeah that's it... I need to distribute the weight."

Obviously, weaponcrafters are in a special position and are generally exempt from normal limitations. In effect, they are "honorary gentlefolk". Their right to carry the products of their craft is rarely questioned.

Weaponcrafters support (sometimes reluctantly) customary constraints and are expected to refuse to sell chivalric weapons or armour to a customer unable to prove his gentility. In any event, the price of chivalric weapons is prohibitively high, deliberately so, for most simplefolk.

FOREIGNERS

Customs vary from one place to another. Most knights are willing to tacitly grant foreigners their own customs when it comes to bearing arms, and expect (and usually receive) similar treatment when traveling abroad. An Ivinian, for example, where the right to carry weapons is more widespread, would normally have the same right in Melderyn, provided he does not abuse the privilege.

SPECIAL WEAPONS

The Longknife (*vagorsereq*) is an elven weapon. When seen by humans, is often mistaken for a shortsword or long dagger. As such it is generally presumed in human society to be a simple weapon.

The Mang and Mankar are associated with the Gargun and someone bearing one would be viewed with suspicion. A mankar is sometimes mistaken for a heavy, foreign-looking shortsword, or small falchion, but the Mang is unique to the gargun and unmistakable.

Pikes are rare, and while they may be infantry weapons, they are too often mistaken for lances to be safely carried by most simplefolk.

CONCLUSION

Bearing any unusual weapon or excessive armour will attract attention. Medieval society is xenophobic and not particularly tolerant, especially of well-armed strangers.

The main difference between bearing arms unlawfully and other types of social offense, is the people likely to be offended. It is one thing to offend an innkeeper; the worst he will do is throw the offender into the street, hopefully not though a third floor window. It is another thing entirely to offend a knight who may be feel it his solemn duty to preserve the privilege of rank.

Players must be especially careful of passing themselves off as gentlefolk to justify the arms they bear. Breach of Rank is a serious offense in all civilized jurisdictions of Hârn. Some courts deem the bearing of chivalric arms as proof of guilt.

RELIGION

Every human culture has metaphysical beliefs and the majority of Hârnians believe explicitly in the existence of Gods. With inevitable variations and prejudice due to culture and location, most of the religious movements of western Lythia share a common set of metaphysical beliefs, although all modify them to suit their ways.

ORIGINS OF KELESTIA

> *At the beginning was a chaos wherein the layers of reality flowed and merged freely, one with another, and time held to no true path but ran often a new course, oftimes in several directions at once..."*[7]

At length there arose what came to be called the *First Gods*, who, while they were not gods in the sense we now use the term, were the first powers able to *"keep their forms amid the chaos"*. They were the first "beings" able to resist the influence of change and are, therefore, sometimes known as the *Immutable Ones* or *Pure Ones*. Not so much gods as *principle*", they were never fully understood by mortals, and never worshipped, for how could one worship the flow of time, the ordering of the worlds or fate or chance?

> *...And the First Gods made war upon each other for dominion of the* All. *And some say that this [war] restored the chaos that had been and some say that the war and the chaos were one and the same, for time was not then as settled in its habits as now.... And the First [Gods] made the Lesser Gods [whose descendants are now worshipped on Hârn] to wage battle for them, but these had less of the power to keep their shapes, and could be broken by force that even they did wield... "*

The Libram says that it became apparent that the great primeval chaos might return unless the conflict ended. Hence the *First Ones* made a pact and each,

> *...stood upon a different part of the chaos and imposed their wills and forms upon it such that some portions would be ruled by one alone, and others by several jointly in varying degree, and one place would be the domain of none of them, and one would be equally the kingdom of all....*

Thus became possible, and actual, all worlds and universes, and the First Gods were content. However, the lesser gods had the power of reproduction, and had created more of their kind, and because,

> *....they were impure, and corruptible, and did lack the wisdom of their mothers and fathers... there were a myriad of myriads of them and they vied still, one with another, for dominion over all the worlds. And some dwelt in small parts of [single] worlds, and some cast reflections across many worlds...and they made battle upon each other, singly, and in combination with others of their ilk for dominion. And although they were not as great as the First, yet they had the power to destroy the ordering of all... the First Ones did know that, even though they might be moved from where they stood, they could not be broken, and so looked on with interest, 'though not with passion, knowing that if the lesser did destroy the All, it could yet be repaired by them [the First Gods]...*

An age of war followed; all things and beings were made and changed as Kelestia violently verged on the extinction of the sapient.

> *...Therefore, know ye, o daughters and sons of man, that for so long as thy forebears have known aught of their souls and of their very flesh, so have they known of the pantheon. And know ye, o seeker after truth, that e'en so long as thy fathers and mothers have walked among things worldly, have the gods walked with them. And so shall they walk with thee also. Know thee, o thirster after enlightenment, that in other times, [all] the worlds were not so free of storm and trouble, and in a time so far remote that e'en the gods have but dim remembrance thereof, was, for Kelestia, for All that is, a birthing time, the Natal Wars.... And of that birthing, of the settlement of the First Ones into their places, came all the sentient creatures, came the gods, came men and the kindred folk, and came the beasts that hunt the night with swift eyes... And came the fowl, came divers beasts that cleave the sea and breach the heavens, and make their way by leg, by wing, by flapping fin about the world.... in that age was knowledge rightfully deemed the ultimate power and was sought and found, and devoured by all the sapient... and put to ever new divers uses... and man and god knew a myriad of many things and did take and give freely of what they did know...*

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[7] Excerpts from the *Libram of the Pantheon* which, in its original form, was compiled from earlier works by *Nala-Uroh*, a scholar who dwelt in Elkall-Anuz 600 years ago.

The free sharing of knowledge failed to bring consensus, and that unbridled knowledge brought dissent, mistrust and violence. Mortals called on their gods for aid against their fellows, and the gods answered and Kelestia again verged on the brink of oblivion.

> *...and the worlds were torn, and man and beast and some o' the gods did perish, and Kelestia did tremble with the awesome nearness of the end of all things.... And so was made by the sundered pantheon, by the lesser gods who might perish, and enforced by them also, the* Ke'lha-Hy-Var-Hyvrak *[the Concordat of the Illimitable Tome]... and so was made the divine law that knowledge should be the gods' burden.... And so did they hide it in divers ways, saying that only such of the lesser creatures as were able by their own cunning to discover of it were fit to have knowledge....*

Thus the gods chose Save-K'nor from among their number to maintain and guard the *Var-Hyvrak*, the Concordat, wherein was written the knowledge of god and man against a day, far in the future, when it would be needed. The Concordat also made laws to govern the ways in which the gods could intervene in the affairs of men; these are generally reckoned beyond the capacity of men to know, and this is an explanation for the oftimes inexplicable behavior of the gods.

> *...And so came to be the present age...wherein the thinking beings might seek wisdom to govern themselves, and the things they knew and might gain the right to what was lost.... But the division of man and god one against another exists yet. And too continues the struggle betwixt good and evil, but all will keep the Concordat for fear of the cataclysm that might yet be... and the gods keep, for the most, their laws to preserve the balance.... And they choose vessels fit to hold the shadows of their divinity, and men call these vessels priests and their business religion, and their houses temples.... To them [the gods] their due, Praise be...*

Thus came into being the fundamental nature of Kelestia, the gods and the folk that people the worlds. The conflict between, regulated as it is by the Concordat of the Illimitable Tome, explains something of the nature of conflicts among men and kindred peoples. The kind of universe desired by Morgath, the Lord of Chaos, is different from the ideal of Peoni, the gentle Lady of Truth. They cannot destroy each other without risking the destruction of all that is.

THE GODS OF HÂRN

The inhabitants of Hârn (and most of Lythia) are pantheistic; they believe in the existence of ten major (and hundreds of minor) deities, but most worship only one of these. The ten major deities, named below, are each described in the *Dictionary*.

Agrik: *Lord of the Four Horsemen*
Halea: *Mistress of Hearts and Loins*
Ilvir: *Prince of the Fatherless Multitude*
Larani: *The Lady of Paladins*
Morgath: *Lord of Chaos*
Naveh: *Lord of the Pitch Shadows*
Peoni: *Lady of Truth and White Virtue*
Sarajin: *King of the Icy Wind*
Save K'nor: *Keeper of the Var-Hyvrak*
Siem: *Lord of The Blessed Realm*

The Nature of the Gods

The motives of the gods vary. The kind of universe desired by Morgath, the Lord of Chaos, is different from that wanted by Peoni, the gentle Lady of Truth. Their problem is that they cannot destroy each other without risking all their destructions. The Kethrian Family, in which they seem to be trapped, is not great enough for all of them. Hence, the Concordat limits the actions that may be taken.

Conflict between the gods is now more or less confined to the mortal and semi-mortal planes of Kethira and Yashain. Siem has withdrawn to the Blessed Realm and Save-K'nor has established his neutrality. Peoni is effectively a non-combatant. Larani stands, essentially alone, against Morgath and Agrik. These two evil deities have not formed an alliance, and are almost as likely to act against each other, but it is their works that the Lady of Paladins most tries to undo. These divisions are not simply based on morality. The quasi-war between Larani and the dark pair is more complex than a simple epic. Agrik, and especially Morgath, represent a degree of chaos, a breaking down of order that would greatly change the worlds. To prevent total chaos, and enforce the Concordat, the other gods will usually support Larani, but their inclination is to care for their own concerns.

Yashain is the most active battlefield. There armies of the dead fight border clashes between the kingdoms. From time to time, the forces of Sarajin, Halea, Naveh and even Ilvir take part, but these gods tend to switch sides on short notice; their objective is to maintain a balance of terror conducive to their own activities. This is the situation that has pertained since the Concordat.

THE CHURCHES OF HÂRN

The major Gods have their mortal adherents, and over time, these followers have created religious institutions to regulate and foster their own variation of the truth. In denying knowledge to every mortal, it is argued in the Libram of The Pantheon:

> *"They [the Gods] chose vessels fit to hold the shadows of their divinity, and men call these vessels priests, and their business religion, and their houses temples."*

The secular power and degree of central authority of the churches on Hârn varies with religion and locale. The churches of Larani and Peoni dominate in the kingdoms of Chybisa, Kaldor, Kanday, and Melderyn, Larani being favored by the feudal nobility, Peoni by the peasant masses. The church of Agrik is prominent in the Kingdom of Rethem. Adherents of Save K'nor tend to be scholars with influence throughout Hârn, on Melderyn in particular. Sarajinism is the dominant faith of the Ivinian conquerors of Orbaal, while Ilvir holds some sway among their subject Jarin. Siem is primarily worshipped by the Khuzdul and Sindarin, although each race tends to focus their faith through one of two semi-divine minions of Siem. Halea has modest support among merchants and guildsmen in all states, but is most dominant in the Thardic Republic. The two "evil" churches (Morgath & Naveh) have much fewer adherents, both being austere religions that are proscribed and covert throughout most of Hârn.

Church Hierarchies

The organization of the churches of Hârn vary greatly, but there are some similar ranks and customs. All churches are divided into clergy and laity; the former are the priests and priestesses, those who organize and administer the temples and devote their lives to the service of the deity. The clergy may, depending on the church, have little time for their own pursuits, being totally at the call of their superiors whom they are expected to serve unquestioningly. The laity are simply the adherents of the religion; they will have access to fewer of the mysteries and will be unable to advance beyond a certain point. It should be noted that, while they are often simple folk, clerics will usually enjoy privileged status, even though the fragmentation of the churches, resulting from pantheism, greatly weakens their influence.

Indoctrination into the mysteries of a religion is simultaneous with the accrual of additional responsibility and power. Anyone may (theoretically) be initiated into the rituals of the next "circle", but such knowledge is shared sparingly. In practice few laymen advance beyond the second circle. And even among the clergy, indoctrination into the higher circles has little to do with faith; advancement in a church hierarchy is a matter of politics.

Clerical Orders

Hârn is somewhat unique in that most Hârnic clergy are members of a clerical order and most churches are organized into one or more such orders. This is a tradition created by the "barbaric" and "frontier" characteristics of Hârn, compared to much of western Lythia. These clerical orders are identified in the *Dictionary*.

Fighting Orders

The lay-followers of a deity are not (generally) required to support any particular order, but some lay warriors belong to fighting-orders sponsored by various clerical orders. The fighting-orders are commanded by lay Grandmasters and comprised of (mostly) a number of knights bachelor. They may also have a commonality, that is a contingent of common warriors. Fighting-Orders are generally devoted to some "high purpose", such as the religious conversion of some barbaric region, or the protection of an important individual or institution, although some are really cynical, religious thugs. Hârn's religious fighting-orders are identified in *Hârnic Dictionary*.

Other Religions

Apart from the ten major churches, there are hundreds of lesser divine and semi-divine entities who are worshipped by various folk. Hârnians are a superstitious lot, believing in the existence of some type of spirit (Kami, Totem, etc.) in every living, and many unliving things. The barbarian tribes of Hârn all possess their own mythologies relating to such beliefs.

HISTORY

THE EARTHMASTERS

> *First came the Earthmasters, the Ancients. beings of diverse form and figure, able to change their shapes at will, masters of land, sea and sky.*

Legend tells of an Earthmaster empire flourishing on Hârn 15,000 to 20,000 years ago. Miraculous were their powers; the Earthmasters could travel vast distances in the flash of a thought, change the weather, and control the minds of lesser creatures. Stories of the Ancients seem so incredible that their very existence might be dismissed were it not for the sites and artifacts they left. Scattered across the world are their ruins, daunting, ominous places, where one can feel the age of weary stones.

150 centuries ago the Ancients suddenly vanished. Why did they leave? Where did they go? Will they return? Some have claimed that the Earthmasters never left, but merely withdrew to the Isle of Melderyn where their descendants reside to this day, but no one knows.

The Lost Years

The period between the departure of the Ancients and the arrival of the Sindarin is called the *Lost Years*. No records or artifacts survive from the period. It was

> *...an age of dragons, noisome trolls, and fell beasts, that defy description and harm the eye. The earth so long nurtured by the careful ancients shook with fury at their departure, great floods ravaged the land and Hârn was severed from the greater land... and the ill-starred realm of Nandar–Tem sank beneath the waves....*

Of Nandar–Tem, almost nothing is known, and nothing remains. It was, apparently, a land bridge between Hârn and Lythia, a,

> *...realm of great power, where wise men valued art and learning above the skills of war and politics, a land of philosophers and adepts of all the ennobling arts...*

Some theologians believe that it was during this period that the god Ilvir first settled on Hârn, thereby contributing to the plethora of strange creatures abounding at the time. Others believe that the monsters were,

> *...Airmasters...from beyond the stars to wage war upon the Earthmasters... and as the Ancients stood for peace and beauty, so the invaders cared only for war and destruction...*

THE ELDER FOLK

The Age Of The Sindarin

The immortal elves are not known for keeping much in the way of written records, relying mainly on elaborate, oral histories which usually take the form of songs and poetry. To outsiders, they rarely speak of their past, but sssem to have come to Hârn from the east (?) around 10,000 BT. The island was only one of several stops they planned to make on their way to the *Blessed Realm*, but unable to resist the pristine beauty of the island, some decided to stay a "while". For three thousand years the Sindarin dwelt in peaceful solitude on Hârn with Siem, their deity. And even when the god decided to continue His journey westwards, some Hârnic elves chose to stay.

The Khuzdul

The origins of the dwarven Khuzdul are vague. Common legend recounts that Siem awoke the Khuzdul from *"...their eternal slumber deep within Kethira's bosom..."*. How the dwarves came to be on Hârn is far from clear, but the Khuzdul did found two impressive mountain cities at Kiraz and Azadmere around 6900 BT.

The Codominium

The Sindarin and Khuzdul have vastly divergent world views and have always preferred to dwell in separate communities. Nevertheless, they lived in harmony for five millennia, a golden age known as *The Codominium*. Then, as now, each race possessed skills complementary to the other. The *Sirion Scrolls* describe trade and friendly intercourse between the two peoples. But with the coming of man, relations between the two elder peoples began their decline.

THE COMING OF MEN

Two thousand years ago the first humans came to Hârn. Since the Sindarin dwelled mainly in inland forests, and the Khuzdul preferred the mountains, both were willing to tolerate the brash, short-lived humans. The newcomers called themselves *Jarin* and recognized the superior culture of the elder peoples. They swore fealty to the elven king, Daelda, and prospered along the coastal regions of Hârn.

Humans have far more children, far more often than elves or dwarves. Men soon came to outnumber the elder peoples. Some Jarin migrated inland from overcrowded coasts and human communities soon dotted the whole of the Hârnic Isles. The Sindarin were increasingly distressed at the humans' clearing of ever larger tracts of virgin timber for cropland. Perhaps bloodshed would have resulted were it not for a greater common threat.

The Atani Wars

Around 1,600 years ago warlike Lythians began raiding Hârn. The raids increased in severity and King Daelda ordered coastal settlements fortified. Checked only briefly, the barbarians began traveling up the rivers of Hârn and raiding inland. After a century of pillage, the barbarians began to land forces intent on conquest. At first Daelda and his allies were able to expel them, but they were gradually forced to abandon the coasts of Solora and Horadir to the determined Lythian tribes. The barbarians pushed inland. The future of Hârn was to be decided at the Battle of Sorrows in BT 683. The invaders were routed, but Daelda was mortally wounded.

The Sindarin Abdication

King Aranath, Daelda's successor, knew the elves could win most battles against men, but they would eventually exhaust their numbers. Aranath renounced kingship over Hârn and withdrew his kinfolk to the Shava Forest, there to found the Kingdom of Evael. The Khuzdul deemed this act a betrayal (which they have yet to forgive) and withdrew to their mountain strongholds. So it was that the elder peoples withdrew from the mainstream of Hârnic history and the island came under the domination of men.

Founding Of Melderyn

The origins and early history of the island kingdom are obscure. Numerous henge sites, notably Gelimo, are of unknown age and origin. Cherafir was first inhabited during the early Jarin migrations.

A thousand years ago, five small kingdoms existed on the island in a peaceful alliance. The *Five Kingdoms Period* came to an end 720 years ago, in the year from which all other Hârnic dates are reckoned, when the whole island came under the rule of Erebir Pendragon.

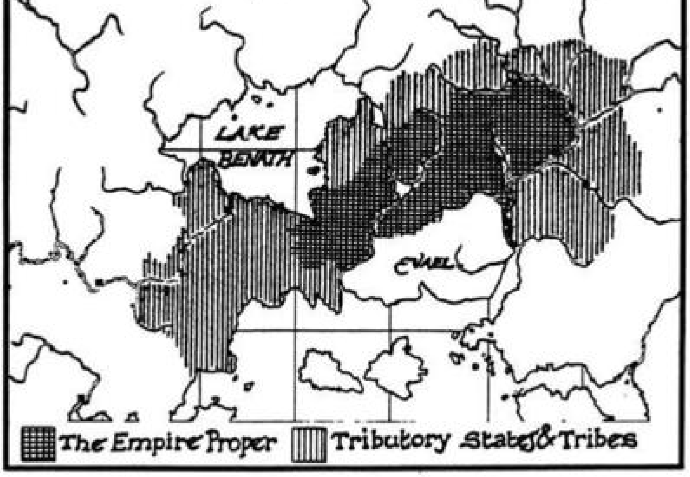
Melderyn's participation in Hârnic affairs has been limited to occasional visits by individuals, who have exhibited strange powers. These figures have earned the island the title "Wizards'" or "Mage's Isle" and a well-earned reputation for magic and strange happenings. Melderyn seems timeless, unaffected by mundane happenings in the rest of Hârn.

LOTHRIM THE FOULSPAWNER

Lothrim was chieftain of a tribe in the Chelna Gap 600 years ago. A man of learning, perhaps a renegade mage from Melderyn, he delved deeply into the forbidden arts and, by magic deceit and cunning, built an empire stretching from the Thard to the Kald (excluding the Shava Forest). Lothrim chose Elkall-Anuz, an Earthmaster site, as his seat.

The Foulspawn

Lothrim was obsessed by the mystique of the Earthmasters. Determined to rule all Hârn, he concluded that the Ancients had done so aided by a race of humanoid soldier-slaves. By means of long forbidden arcane arts, he managed to create a fast-breeding, short-lived race with very aggressive behavior, and called them *Gargun*. They were violent, rebellious and quarrelsome, so Lothrim governed them with an iron rod and occupied them with constant wars. He undertook a reign of terror against the surrounding tribes known as the *Tyranny of the Foulspawner*.



The Penultimate Tome

In his unending quest for artifacts of the Earthmasters, Lothrim heard of a book, owned by the Khuzan king of Kiraz, said to contain the great secrets of the Ancients. Lothrim became obsessed with the book and resolved to win it at any cost. Kiraz was also an major obstacle to expanding his empire throughout western Hârn. Lothrim led an army of Gargun against the dwarven stronghold.

The Carnage of Kiraz

After a difficult march around Lake Benath, up the steep Deret river valley and across the Rayesha Mountains, Lothrim and his army arrived at the mountain fastness of Kiraz. The defeat of Lothrim's weary forces would have been likely but for a freak of fortune. Most of the warrior dwarves had recently departed down the Uthel River to hunt and gather food before the onset of winter. The tyrant's forces burst upon the lightly defended cavern-city and captured it with relative ease. The Gargun engaged in a terrible orgy of bloodlust, rape, and pillage. Every Khuzan male, female, and child in Kiraz was slain and feasted on by the Gargun hordes. Lothrim was delirious when a very old tome was discovered, written in a script unknown to him. Lothrim might have wintered in Kiraz, but supplies were short. So, confident that the power of Kiraz was destroyed, he began the long march home.

The Battle of Sirion

Meanwhile, the Khuzdul had gathered an army and easily overpowered the small, disorderly garrison Lothrim had left to hold Kiraz. Outraged by the carnage they found, they undertook a furious pursuit. Lothrim, unaware that such a force existed, was overtaken at his encampment near Sirion, where they may have been awaiting boats to carry them across Lake Benath. The dwarves fell upon Lothrim who found himself trapped between the Deret River, Lake Benath, and hordes of avenging Khuzdul. A great battle was fought, but the result was never in doubt. Lothrim was utterly routed and the Khuzdul, in no mood for mercy, slew all in reach. Lothrim was taken alive; a chamber was carved under a mountain near Iracu, and a screaming Lothrim was cast in. Stone and mortar was brought and the tyrant was entombed with his precious tome, his madness, and an "honor guard" of a dozen starving Gargun. The location and contents of Lothrim's Tomb remain a subject of speculation; the Khuzdul will not speak of the Foulspawner.

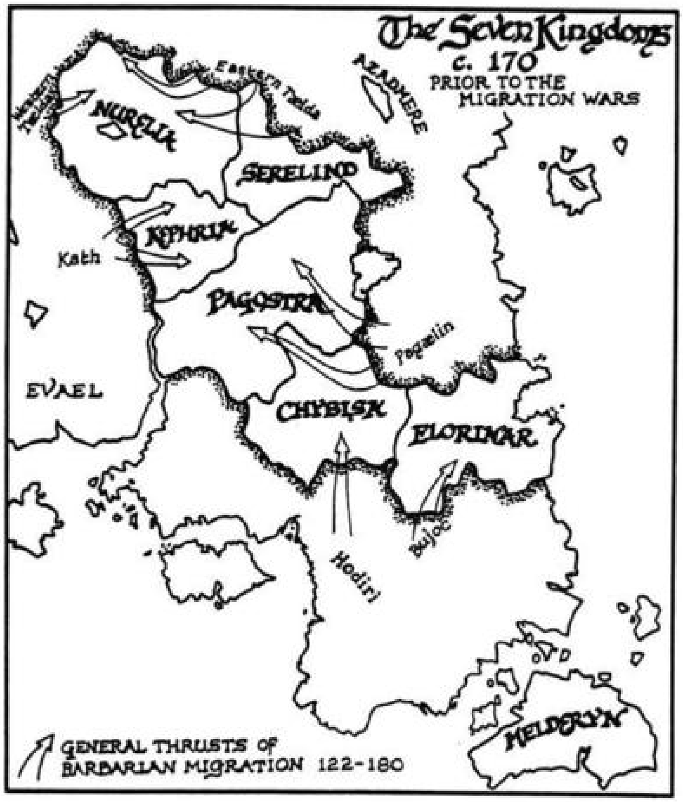
The victorious Khuzdul could no longer bear to dwell in the haunted halls of Kiraz. After removing and burning the rotting Gargun corpses, they sealed the gates with "enchantment and good stone" as a fitting tomb for its former inhabitants. Then they grimly marched to Azadmere where their kinfolk gave them refuge. To this day, the Khuzdul are convinced that the Sindarin of Evael should have intervened to prevent the tyranny of Lothrim; the dwarves have yet to forgive this negligence.

Collapse of Lothrim's Federation

When news of Lothrim's death reached Elkall-Anuz, no successor could overcome the tyrant's legacy of hatred and resentment; the confederation dissolved. Lothrim's subjects slew or drove out the Foulspawn. The surviving Gargun fled into the mountains where their numerous descendants still plague mankind. So ended the Tyranny of the Foulspawner. Elkall-Anuz was looted and abandoned.

THE SEVEN KINGDOMS

With the Foulspawner's demise, six new states arose on the eastern fringes of his former empire. Some of these borrowed their culture from the Jarin, with whom they had long inter-married; some were undoubtedly influenced by ancient Melderyn. In any event, by 170 TR, seven independent kingdoms (including Melderyn) existed in eastern Hârn.



The Migration Wars

The Migration Wars were directly responsible for the contemporary political states in eastern Hârn. Heralded by the sudden onslaught against western Kephria in 178 by the Kath nation, a sixty year period of warfare known as the *Migration Wars* began. All but the island state of Melderyn suffered greatly.

Why the Kath, Pagaelin, Taelda, Bujoc and Hodiri tribal nations suddenly became so aggressive is not understood; historians have been forced to speculate. Some of the tribes are thought to have been alarmed by the sudden appearance of large numbers of Gargun in their mountain ranges. Others may have experienced something of a population explosion as a result of the relative tranquillity following the Tyranny of Lothrim.

The Founding of Kaldor

The most dramatic events of the Migration Wars took place in the northern kingdoms where four kingdoms would merge into one. In 182 Orsin, the king of Pagostra, perceived no way to turn back the advancing Pagaelin; he appealed to Medrik I of Serelind for help. The price of Medrik's aid was a promise of fealty. The combined armies of Serelind and Pagostra defeated the Pagaelin at the battle of Kobing in 183. The following year, Orsin kept his vow and surrendered his realm to Medrik in return for an earldom.

Meanwhile, Kephria had suffered acutely at the hands of the Kath. Defeated at the Battle of Hosat in 178, Kephria had lost most of her lands west of the Kald by 185. When King Torbet died at the battle of Lareb Hill (in the Kathela Hills) in 187, leaving only young children as heirs, Medrik I marched into the Kephrian capital of Tashal. The population was thoroughly demoralized and most Kephrians welcomed the peace and security pledged by Medrik in return for their fealty The following year, with Serelind and the remnants of two other kingdoms under his control, Medrik proclaimed the Kingdom of Kaldor.

Finally, as the Migration Wars were drawing to a close, a succession crisis arose in Nurelia in 235. The crisis prompted a baronial revolt that threatened to tear the kingdom apart. One faction offered the crown to Kalabin of Kaldor but not all of the nobility desired a foreign king. At the battle of Olokand in 238, Kalabin put down the last dissenters to secure his new fief. For the next century, Kalabin and his heirs were able to maintain Kaldor against all external threats while patiently building a strong feudal state.

Chybisa Beleaguered

The southern kingdoms also felt the brunt of the Migration Wars. Chybisa, founded in 160 by a Melderyni knight, was almost totally eradicated by the rampages of the Bujoc, Hodiri, and Pagaelin. Having lost most of her territory, only brilliant generalship allowed her to defeat the barbarians at Burzyn in 227. Chybisa was then able to maintain her precarious independence.

The Demise of Elorinar

The Elorinarian town of Laket was sacked by the Bujoc in 218 and king Janakor was slain. For nearly four years the Bujoc defeated every army the Elorinarians could muster In a desperate effort to save his realm, King Korab declared fealty to Shelir I of Melderyn in 223. Over the next two years Shelir sent several emissaries to the Bujoc and the Peace of Anadel resulted. How the Melderyni king turned the fierce Bujoc into relatively peaceful tribesmen remains a mystery.

THE CORANI EMPIRE

In the west of Hârn, several states rose and fell in the wake of Lothrim's empire, but none achieved any degree of permanence until the fertile Thard Valley gave birth to the Corani Kingdom. The region's heart was inhabited by the Corani tribes who, just over four centuries ago were united under a warrior king called Corthir. His new kingdom extended barely twenty leagues east and west of Coranan and was confined to the north bank of the Thard.

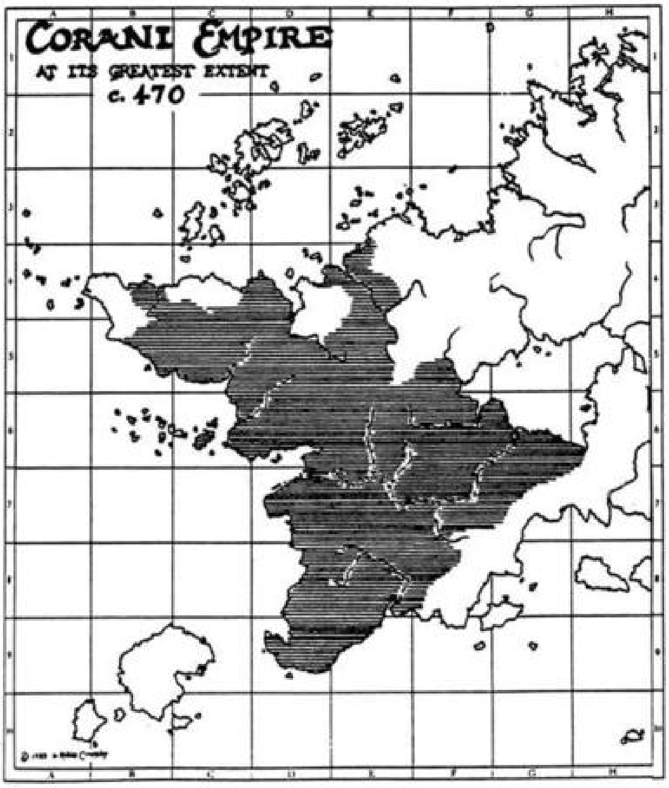
At first, the kingdom faced only barbarians in its drive to expand. Kings Kusem and Lobir awarded fiefs to trusted relatives, and faced more of a threat from home grown assassins than from the barbarians. Only the Merdi, the tribes west of the River Gomisen, were able to halt the Corani armies.

The Hefiosa Campaign

The fourth Corani king, Raelan, mounted a major campaign against the Hefiosa region where the natives, augmented by brigands, had long been troublesome. Winter came early in 365 and trapped Raelan's army deep within the mountains and, by spring, its much depleted ranks were no match for the locals. The canny barbarian leader, Adjak, harassed the Corani army with nightly raids; Raelan's retreat turned into a rout and he was slain.

Arosta the Conqueror

The disaster might have proved fatal, were it not for Raelan's young son Arosta. The tribes of Hefiosa flocked to the banners of the victorious



Adjak, who led them from the mountains intent on laying waste Coranan itself. The tribesmen seemed unstoppable and it was only their delays to loot that gave Arosta time to raise an army. At the battle of Ostenin in 367, Arosta inflicted a crushing defeat on Adjak. For the next two years, the tribes were subjected to a bloody series of campaigns, culminating in their near total extinction. Adjak disappeared and Hefiosa was annexed.

His northern flank secure, Arosta advanced up the Thard to the shores of Lake Benath, into the region inhabited by the Shira who were easily defeated at the *Battle of the Source* in 372. A similar fate befell the Komii and, by 373, Arosta had better than doubled the size of his kingdom. After a few years consolidation, Arosta completed his conquest of the Thard valley by defeating the Merdi in 377.

Malian the Good

Arostà's son, Malian, concentrated on consolidation. He was the first Corani ruler to take the title emperor and founded the cities of Merethos (now named Golotha) and Shiran. Malian is also credited with (or blamed for) the creation of the Corani civil service.

Kobar succeeded his father at 23. He expanded the empire south to the River Eryn but attempts to conquer Peran were less successful. A trail was blazed north and a fort was built at Kustan in 414. Several defeats were inflicted on the wild tribes of Peran, but still they rose in repeated bloody rebellions, earning the name the *Scarlet Ribbon* for the trail which led to Kustan. Peran would prove an immense drain on resources, but the empire prospered nonetheless.

The Kingdom of Aleathia

Around the year 356, the Aleta tribes were unified to build their own kingdom, named after its capital city of Aleath. The Kingdom of Aleathia was able to resist Corani expansions southwards for almost a century.

The Corani Succession Crisis

When the eighth Corani emperor, Laketta, died heirless after an ignoble reign, a complex power struggle ensued. Xuaka, the king of Aleathia, an ambitious and impetuous ruler sought to take advantage of Corani weakness. Xuaka had spent fourteen years expanding Aleathia along the disputed west coast and saw himself as a man of destiny. In 443 he invaded the southern domains of the Corani and seized Heroth. However, the invasion solved the Corani succession crisis as the empire's pragmatic nobility promptly chose a soldier called Mejenes for the throne.

Mejenes the Great

Mejenes had royal blood and was a veteran of border wars. Xuaka's military skills may have been equal to that of Mejenes, but the resources of the Corani Empire were greater. After four years of protracted war Mejenes finally penned Xuaka inside the walls of Aleath while his army laid waste the kingdom. Xuaka could do little but accept the terms of peace offered by Mejenes in 447. The Kingdom of Aleathia would be restored to its pre-war borders for the balance of Xuaka's life, but would then be willed to the Corani Empire. When Xuaka died of natural causes six years later the terms of the peace were honored and Aleathia became a Corani province. Mejenes died in 465 and was buried amidst an unprecedented public outpouring of grief. Other emperors had done more to improve the lot of their people, but it is always the great soldiers who are best loved.

Decline of the Empire

With the last obstacle to Corani hegemony in the west removed, the empire seemed destined to rule all Hârn. Another emperor of Mejenes' skills might have achieved this, but the six emperors who followed were not soldiers. Mejenes' son, Sylud the Scholar, was vehemently opposed to military spending, which led to the collapse of the northern province of Peran when the Kustan garrison was massacred in 477 by the Kubora.

With the exception of Mindrithar, the empire was then cursed with a series of incompetent emperors. Saurach was a religious fanatic who promptly got himself assassinated after seeking to ban all religions other than the Church of Agrik. Korad was a pliable moron, totally unable to control the acquisitive Corani nobility. Shorka ignored affairs of state and appointed his court astrologer, Workol chancellor. Workol managed to alienate nearly everyone with excessive taxation and nonsensical policies based on his readings of the stars and planets.

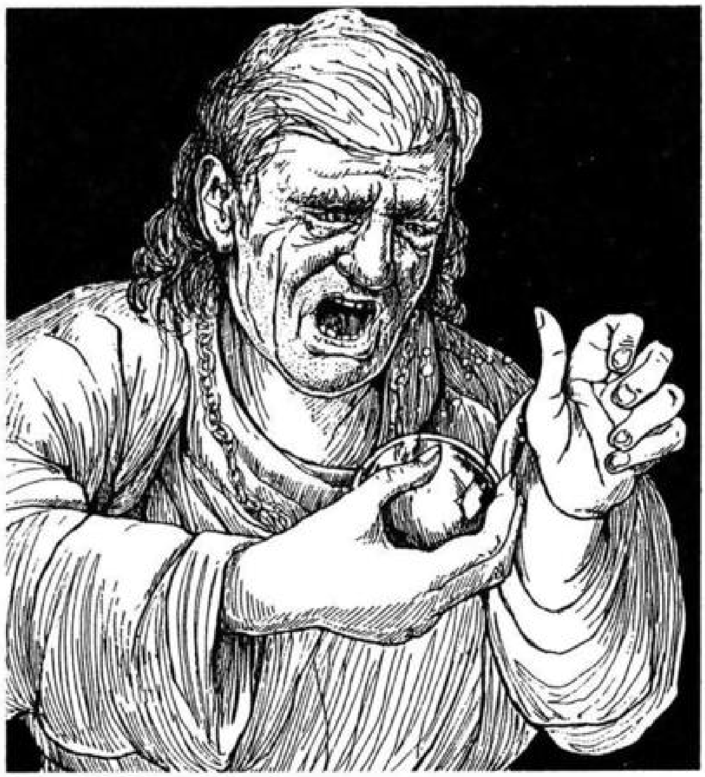
The last emperor, Medak, was a vigorous and strong emperor but came too late to save the empire. He clearly perceived the rot and decadence that had infected the realm although his cure may have been worse than the disease. One of his first acts was to execute Workol and then hundreds of others were put to death by impalement. One of these was the prophet Balsha.

Balsha the Prophet

Born of a common soldier in the Corani province of Rethem in 520, Balsha was destined to become the most important religious personality in the history of Hârn. At 32, this charismatic priest of Morgath achieved prominence by correctly predicting a hard winter and poor crop. Over the next six years, Balsha's fame grew. Aided by a series of plagues and famines which the Imperium could not check, his preaching of Balshanism, a heresy of Morgathianism, and the uncanny accuracy of his prophecies, won him a large following. Medak thought it wise to terminate the rantings of this "petty troublemaker" and Balsha was dragged to the impaling stake in 558 at the age of 38. His dying words are reputed to have been:

> *Now I, freed of the burdens of cloying flesh, enter the pure state of undeath. They that would have life eternal above the allotted instant of mortal man, they that would live half forever, instead of all now, they that would wish the gratitude of men yet to be born, and they that would love the true master of men's souls may follow. Cast down the decadence and futile misery of blind tyranny...*

Balsha's lieutenants made these words a call to arms. Thousands flocked to the martyr's birthplace of Ithiko and the Balshan Jihad was born.



The Balshan Jihad

The disastrous Red Death, a deadly plague that ravaged all Hârn at this time, fed the rebellion. By 560 the whole of Rethem was under Balshan control, where Medak's purges had seriously depleted the army's will to resist. Encouraged by their success, the Balshans laid siege to the city of Merethos in 562 and it fell after a brief siege. Its captors gave the city its present name, Golotha, which is believed to come from the secret tongue of the church of Morgath.

After a brief respite, the victorious rebels surged out of Golotha intent on winning an empire. Several battles were fought, but nothing could prevent the Balshan onslaught. The city of Coranan was soon under siege. The defenses of the Imperial capital were strong and it is possible the rebellion might have petered out. However, at this crucial time, Horahnam, the ambitious Corani governor of the city of Shiran, declared for the jihad, surrendering the city in 564. After an investment of Coranan for two years, Emperor Medak was captured, with many of his court and kin, as he attempted to flee to Aleath. Its stores exhausted, disease rampant, and with a clear view of the hill where the emperor and his retainers were impaled, the morale of Coranan's defender's crumbled. The city surrendered to the Balshans in 565.

THE THEOCRACY OF TEKHOS

Although Aleath was to resist the rebels for seven more years, forming an independent republic from 565 to 572, the Corani Empire was dead. With the fall of Coranan, a power struggle ensued among the victorious Balshans. The Morgathian church, itself chronically disunited, proved incapable of forming a government. After two years of internecine carnage, Horahnam of Tekhos emerged as sole leader after an astute combination of political maneuver and assassination. He founded the Theocracy of Tekhos in 568 with Shiran as its capital.

Casting his malevolent eye southward, Horahnam ordered Aleath taken. Tekhosian forces swept down and gave siege to "the fairest city of man" in 569. Although the city held out for three long, bitter years, there was no hope of relief and its defenders resigned themselves to their the inevitable. Aleathians slew themselves and each other rather than witness the fall of Aleath and the rape and pillage that would follow. When the city's walls were breached in the late spring of 572, few Aleathians survived the terrible blood bath; those who did remembered it as the "Agony of Aleath".

The Aleathian Odyssey

A month before Aleath fell to the Tekhosians, a few hundred Aleathians fled by sea to undertake what is now known as the Aleathian Odyssey. Comprised of nobles, priests, artisans, merchants, farmers (chosen by lot) and many children under 12, they boarded a motley fleet of fifty ships and sailed east into the Gulf of Ederwyn, with the intent of founding a "New Aleath". Written accounts of the Odyssey describe horrific storms and terrible sea monsters. Fully half the vessels disappeared, although some of these unfortunates survived to found colonies at various likely and unlikely spots around the Gulf. The survivors reached the isle of Keboth, and were succored by the Sindarin. There (or possibly before — the records are ambiguous) the refugees met with a Melderyni mage called *Genin* who led them through the Indatha Straits to found the city of Thay in 573.

A Reign of Terror

The capture of Aleath removed any possible threat to Horahnam and he used the Theocracy to make a new definition of tyranny. Thardans who had rejoiced at the overthrow of the corrupt empire, soon came to realize that their old masters had known little of real cruelty. Religious tribunals were established to crush opposition to the new order. Thousands of the nobility, their retainers and sympathizers were impaled, or forced into outlawry to escape the purges. In the cities, perverse Morgathian and Agrikan rituals, spectacles, public torture and execution became commonplace. It must be admitted that the spectacles were popular among the masses; many cheered the butchers on, until they themselves were carried off at midnight by the dreaded inquisitors.

Such tyranny could not be tolerated forever. Horahnam was assassinated in 588 during a visit to the Temple of Morgath in Coranan. The identity and number of the assassins were never established; the tyrant's headless corpse bore fifty stab wounds, which suggests that more than one assassin (or a considerable amount of time) was involved. Rebellions erupted throughout the theocracy. The life of any priest of Morgath, any friend or relative of Clan Tekhos, was forfeit. Only Golotha resisted the revolt. Within two months the rule of Tekhos had died as violently as it had been born.

THE INTERREGNUM

With the collapse of the Theocracy, Tharda fell into three decades of chaos and dozens of petty states vied with one another to establish or resist a new empire. Brigands operated unchecked; the distinctions between bandits, mercenaries, raiding tribesmen and legitimate armies became blurred. Trade collapsed and the nefarious roaming bands consumed the wealth of the land. Coranan tried vainly to revive the Corani Empire. A second Aleath Republic was born in 612, the Kingdom of Kanday in 620, the Coranan Republic in 621, and the Shiran Republic in 625. Golotha and Rethem were lonely relics of the hated theocracy.

Founding of Kanday

The house of Kand, minor nobility of the Corani Empire, first achieved prominence when it was outlawed by the Theocracy of Tekhos in 575 for sheltering enemies of the state. Fleeing the impalers, the clan found refuge in the Mimea Hills. Led by the young Andasin, the clan and its followers harassed the forces of the government despite several attempts to exterminate them.

With the collapse of the Theocracy in 588, Andasin seized Ibonost from its Tekhosian governor in 589 to found the Kingdom of Kanday. Andasin proved a genius at siege warfare. He took Edino Keep from its vicious warlord in 598, after a night assault in small boats across the Eryn River. His crowning achievement came in his old age when he took Dyrisa castle from its Morgathian overlord in 620. A devout follower of Larani, Andasin established the *Order of the Checkered Shield* in 622 and gave them responsibility for guarding his northern frontier. Around 624, Andasin began a sad decline into senility to die in 627 at the venerable age of 69. All of his sons having died in battle, Andasin was succeeded by his grandson, Andasin II.

Andasin II was a man more inclined to negotiation than war. He made alliances with the petty states on his borders, including the Aleath Republic. The republic had restored order to the city and its environs during the Interregnum but was unable to extend its power much beyond this. The senate of the young republic, noting the ascendancy of Kanday on its northern frontier, and impressed with Andasin II, voted to join the kingdom in 633. Aleath was granted a liberal charter recognizing its rights as a freetown. By the time Andasin II died in 654, Kanday was strong, vigorous, and prosperous.

Arlun the Barbarian

Towards the end of the Interregnum, the Kubora of Peran were united for the first time under Arlun the Barbarian, a tribal leader of great personal charisma and no small skill at arms. By 625 Arlun had become the acknowledged chieftain of nearly 90 Kuboran tribes, and convinced of his great destiny, planned his conquest of the south. For four years he bided his time, training his men in the arts of war that were to win him a kingdom.

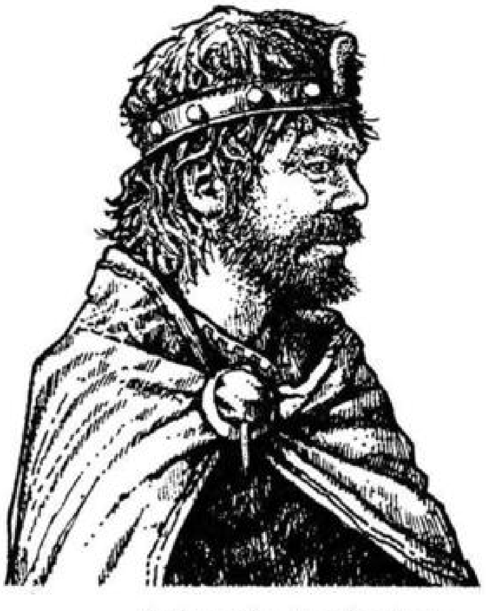
Arlun's hordes swept into Rethem in 629, ruled at that time by the "Golotha" or "Second Theocracy". Shostim was quickly taken but there was little time for rejoicing. The castle was immediately counter-attacked from north and south. Arlun's brilliant defense held Shostim against repeated bloody and wasteful assaults, forcing the besiegers to retire. Wasting no time, Arlun left half of his army to hold Shostim and advanced northwest to capture Tormau after a brief siege in 630. By 632, Arlun held all of Rethem north of Shostim, then took pause to consolidate his gains.

The Founding of Rethem

Arlun felt strong enough to resume the war in 635. A third of his army seized Quste with much noise, while the remainder led by Arlun moved southeast to cross the Thard and take Thiri. Golotha gathered an army twice the size of Arlun's and marched north to take the bait at Quste, completely unaware of Arlun's presence at Thiri. The Kubora holding Quste retired to Shostim as planned, pursued by the Golothan army. Sensing victory, the Theocracy's incompetent generals once again threw waves of men at Shostim, but the defenders held.

Meanwhile, Arlun had reached Golotha from the southeast. Arlun took the lightly defended city late in the summer of 635. When the besiegers of Shostim heard the news of Golotha's fall, they realized they had been duped, lifted their siege, and rushed south to recapture their city. There they found Arlun had organized a solid defense. Facing the prospect of a long siege with few provisions and a hostile army in their rear, the besiegers decided to come to terms. The Kingdom of Rethem was proclaimed in the autumn of 635, Arlun its first king.

Arlun spent the next few years extending his domains east and south, taking Menekai and Senun from the Thardic League in 639, and establishing his southern border at Dunir and Menekod by 654. His persecution of Morgathian theocrats only succeeded



Arlun the Barbarian

in driving them underground. However, by 650, he felt secure enough to restore religious freedom. His Kingdom was the largest since the Corani Empire, extending from the Gomisen River to Cape Vikod, and from Ternu Heath to the Pemetta River.

THE THARDIC LEAGUE

In central and northeastern Tharda, two republics arose from the Interregnum, the Coranan Republic in 621, and the Shiran Republic in 625. Both had senates controlled by wealthy families many of whom made their fortunes in trade. The two republics formed a alliance in 632. Then, the threat of Arlun the Barbarian weighing heavy in their deliberations, the two republics form a League in 636. The league created the office of Autarch, responsible for external affairs and defense, to be held by military men. The republics were to retain internal autonomy. Autarchs were to be elected for seven years, and could serve only once. Neradas of Shiran was chosen the first Autarch. His quickly created a League army the nucleus of which was called the *Autarch's Guard* (later the *Red Guard*). Personally commanding the guard, Neradas faced an incursion from Rethem loosing Menekai and Senun, but halting the invasion at the Gomisen River.

The Five Year War

The two succeeding autarchs both sought to expand their power by using the Guard to annex new territories, notably the region of Kom in 654. Autarch Jalien undertook to extend the League south of the Thard. He oversaw the conquest and annexation of Moleryn in 661 but was slain by a stray arrow. Since Moleryn was allied to the Kingdom of Kanday, Queen Arelora demanded the withdrawal of League forces but her ultimatum was ignored by Jalien's successor, Colura of Coranan. Arelora declared war and five years of sporadic fighting began.

There were dozens of minor skirmishes but only two battles were significant. Queen Arelora left the conduct of the war to her lieutenants. A disorganized Kandian army was soundly defeated by Colura at the Battle of the Teb Marshes in 663, leading to the loss of the royal keep at Ibonost. The fall of Ibonost, the first major holding of the Kandian dynasty, infuriated Queen Arelora. She took personal command of her army. The sight of the diminutive fifty two year old queen, resplendent in her armour, rallied the demoralized Kandians. The armies of Kanday and the League came to battle near Quivum in 665, where the queen inflicted an ignominious defeat on Colura.

Urging her army forward, Arelora went on to take Eidru and Kuseme and might well have captured Coranan had not the wide Thard River checked her advance. Colura sued for peace. The League was allowed to keep Moleryn but Ibonost was returned and Kanday received the more valuable Eidru and Kuseme. The treaty was signed in 666; both sides considered the war won.

The Thardic Republic

Aglir of Telen was the League's last Autarch. The growing regal overtones of the office had made many senators uneasy. Some began to privately advocate the merging of the two republics to counterbalance any imperial pretensions held by an Autarch. Aglir antagonized this anti-imperial faction when he chose his own son, Taresir, to be deputy commander of the Autarch's Guard in 670, and when he involved the League in the Salt Wars with Kaldor without consulting the senates.

Aglir's easy victory against Kaldor at the Battle of the Chelna Gap in 672, silenced the critics, but when the Guard was routed at the Battle of the Ramala Gap in 673, and an embarrassing peace with Kaldor signed, Aglir's enemies moved swiftly. Rumors that Aglir's ambitions included kingship sprang up everywhere. To avert some of the blame for the military defeat, Aglir had 43 officers arrested, tried and executed for treason in 674. His son Taresir, the man most responsible, was not one of them.

Aglir now faced army unrest, and events came swiftly to a climax. Anti-imperialist riots spread throughout Coranan. Aglir declared martial law and prepared to arrest certain senators in both cities. Before this could be done, four of his personal guards stabbed him to death. The next morning, the senates of both republics passed identical decrees to abolish the office of Autarch and establish a committee to explore the creation of a joint republic. Within three months, the Thardic Republic was in being.

RETHEM IN CHAOS

Only Arlun's charisma could have united the proudly independent Kuboran tribes of Peran. When he died in 656, they did not reaffirm their loyalty to his son, Obras. Thus all Peran was lost to the Kingdom of Rethem and the new king was too occupied with revolts in the south to attempt to regain the northern marches. Much harried, Obras was slain while putting down rebellion at Tormau in 672, leaving a kingdom in chaos to his son.

Nemiran tried to unify the kingdom. Taking Kanday as a model, he gave up trying to rule the whole himself and subinfeudated his domain to trusted retainers. The impressive citadel at Golotha was renovated and became the king's principal seat in 678. Nemiran soon came under the influence of the resurgent church of Agrik and proved the tenet that none are so zealous as the recent convert. He founded the orders of *Demon Pameshlu the Insatiable* and the *Octagonal Pit*, and financed the construction of a new temple to Agrik in Golotha. In 681, the last year of his reign, Nemiran granted Menekai to the Order of the *Red Shadows of Herpa*, and Menekod, Hyen, Dunir, and Selvos, to the Order of the *Copper Hook*.

King Nemiran was assassinated on the steps of his palace in Golotha, on midsummer's day, 681. It is likely that the blows were struck at the order of Puril, the ambitious commander of the king's bodyguard. On Nemiran's sudden demise, Puril sent troops into the streets to maintain order and proclaimed himself regent until a proper successor could be found. Several candidates for the throne came forward; all died mysteriously before they could take the throne. After six months Puril "reluctantly" took the crown himself.

Ezar's War

In 682, the Company of the Copper Hook suddenly attacked the Kingdom of Kanday. Advancing northeast from their castle at Menekod, the knights of the order laid siege to Imiden but were forced to quit the field when the Order of the Checkered Shield sent a relief column. The Grandmaster of the Copper Hook, Ezar Zhirdoka, appealed to Puril for aid; thus began what came to be known as Ezar's War.

The armies of Rethem and Kanday engaged repeatedly, but without much effect, all along their border for the next six years while Puril hatched a scheme to win the war by less direct means. In 688, an army led by Puril, embarked by sea from Golotha and landed near Sarkum. Puril's plan was to seize Sarkum and march east on Aleath, thereby flanking Kanday. Surprise was achieved. Puril quickly overwhelmed Sarkum and Hebon, both independent allies of Kanday, but Puril was mortally wounded and died early in 689.

Kabe, succeeded his father Puril, but the transfer of power gave Kanday valuable time to respond to the Rethemi strategy. The surviving petty states west of Aleath declared fealty to the Kandian king, Andasin III. When Kabe arrived at Sarkum by sea from Golotha, he found himself besieged by a fresh enemy force. Kanday recaptured Hebon in 690 although Andasin III was killed in the final assault. Kabe was still trapped in Sarkum. Any hopes he may have entertained that Kanday would lose heart with the death of their leader were dashed when the enemy rallied to the young Queen Eriel. In 692, a fire broke out in besieged Sarkum in which Kabe perished. The castle surrendered, but Ezar's War went on.

Chafin I was Kabe's eldest surviving son. A competent strategist, he was able, except for the loss of Dunir in 693, to maintain a stalemate along the Kandian border. Determining that indirect methods could still win the war, he instructed the Order of the Crimson Dancer to assassinate Queen Eriel in 694. The murder did not, however, have the desired effect. The assassin was caught, and when she confessed (under torture) and implicated the Rethemi king, all Kanday was outraged.

Mirelael succeeded her elder sister in a storm of fury against the Rethemi. Her armies seized the fortresses of Selvos and Menekod in the swift campaign of 695. To this point, only lands held by the Order of the Copper Hook had been lost by Rethem. Fearing that some of his own lands might soon be conquered, Chafin sought terms. The *Peace of Selvos* was signed in 697, ending a bitter 15 year war in which two monarchs from each side and many thousands of men had died. The peace established the present Rethem-Kanday border.

Kanday emerged stronger than ever from Ezar's War. The independent states west of Aleath, and lands taken from the *Order of the Copper Hook,* had been added to the kingdom. Rethem, on the other hand, was again on the brink of civil war. Chafin had Ezar killed in 698. The *Order of the Crimson* Dancer enjoyed the disfavor of the king to the extent that they fled to Orbaal. Chafin I was assassinated in 703; this time no one was caught.

KUSEME WAR

Andasin IV, the current ruler of Kanday, succeeded his mother, Mirelael, in 707 at the age of 17. The first five years of his reign were as peaceful as the problems along the border with Rethem would allow. Andasin IV would have preferred to maintain the Kandian tradition of peace and was distressed when he became embroiled in a war with the Thardic Republic in 712. The war started, probably as a result of a misunderstanding, when the Kandian Earl of Kuseme sent a band of knights to assert his control over a few disputed villages east of Eidru. Kronas, the Marshal of Ramala Province, took exception and moved forces to challenge the Kandian earl.

Kuseme Castle is clearly visible from Coranan and linked to the city by the Kobar Bridge. The Thardic Senate was in a hawkish mood and anxious to recover Kuseme, lost during the Five Year War; it made this minor crisis a pretext for war. Kronas was ordered to attack and seize Kuseme and he did so with dispatch. After much maneuvering, the opposing armies met in the autumn of 712 and Kronas emerged the victor. Eidru Keep was seized by Kronas; Kuseme was besieged.

The onset of winter prevented further conflict. The young Kandian king was not interested in war and offered peace. Before hostilities could resume in the spring, a peace was concluded which gave Kuseme and Eidru to the Republic. Kronas was furious, believing that he could have conquered all of Kanday. Privately, Kronas still believes that the senate acted out of jealousy and fear; the hero-worshipping masses are always fond of successful generals. In any event, the Senate was more than happy with the territorial gains, annexing the former Earldom of Kuseme as Eidel Province. To placate Kronas and his followers, the general was made both Marshal and Magistrate of the new province.

CHYBISA: The Melderyni Kings

After her near destruction in the Migration Wars, Chybisa's monarchs built carefully. Her fortifications were respected by surrounding tribes and the vigilance of her defenders was well known. But after a century of relative peace her nobility had grown complacent. At the beginning of the fifth century, renewed harassment of caravans by the Hodiri and Pagaelin caused alarm in Chybisa. When Verlid VI died heirless in 409, the barons of the kingdom offered the vacant throne to Imadain I of Melderyn, in the hope that fear of the island realm would keep the tribes at bay. It did. The barbarians quieted almost immediately and Chybisa relaxed.

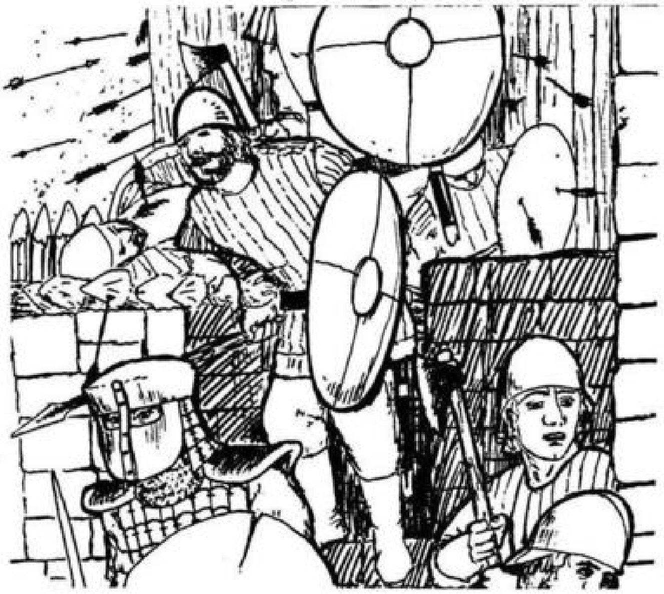
Between 409 and 475 Chybisa was governed by a council of barons in the name of the king of Melderyn.. In 475 a bastard succeeded to the Melderyni throne and the Chybisans were outraged. The barons of Chybisa seceded from the island realm and elected one of their number king Sharat I. Arabar II of Melderyn did not recognize the legitimacy of the new king, but took no action. The succeeding Chybisan monarchs enjoyed almost 200 years of peace.

KALDOR: A Tradition of Rebellion

Soon after the founding of Kaldor in 188, the kingdom developed a tradition of unrest as powerful barons were forever in conflict with royal government. This culminated with a disastrous Civil War on the death of King Maranos in 362.

The Kaldoric Civil War

Aidrik II was the clearly legitimate successor to Maranos, but many of the barons backed a rival claimant who promised greater regional autonomy. Fierth of Qualdris claimed to be Aidrik's elder brother, born on the wrong side of the blanket. Neither claimant could fully command the loyalty of their followers. For fifteen years all that was achieved was to lay waste the countryside. In 377, Aidrik II, acting on treacherously false information, was caught in the open with his army by a superior rebel force near Kiban. Despite the defection of several of his vassal-lords, he and his army fought bravely, but Fierth won the day. According to popular history, Aidrik was captured and slowly roasted alive over an open fire.



The Restoration

Fierth the usurper failed to deliver on his promises and was forced to defend his crown ruthlessly on several occasions from the very barons who had supported him. Fierth preferred subtle methods; he corrupted the judicial system to his needs and levied ever greater taxes. Many barons were tried and executed for treason. On his death, a major revolt erupted. Uthred, his son, was able to subdue this rebellion but was unable to win the support of his recalcitrant nobility. He was slain by a band of knights while hunting in 406. The barons assembled to choose an heir and Aidrik II's only surviving son, was recalled from exile in Chybisa, and given the crown. The new king took the name Aidrik III and promised to respect baronial rights. The country was war-weary and for nearly 100 years conciliation and compromise became the principles that would govern Kaldoric politics.

The House of Elendsa

During the sixth century, Kaldoric rulers again began to gather powers at the expense of their barons. Some kings and queens were unable to use those powers wisely. With the death of king Iemald in 599 the lack of a clearly legitimate successor sparked a violent revolt among the barons. The baronial revolt (really another civil war) was waged sporadically by some fifteen claimants. By the time Haldan the Elder of clan Elendsa emerged the victor, the kingdom again faced long years of reconstruction. Haldan and Haldan the Younger, his son and successor, and Queen Chelebin III, sponsored the sentimental movement towards "a new age of chivalry" in present day Kaldor.

The Salt War

Queen Chelebin's son, Torastra was a born warrior. He was forever seeking ways to put the well trained flower of Kaldoric chivalry to practical use. When a dispute with the Thardic League over the salt trade erupted, Torastra was ecstatic. But his eagerness to engage in battle betrayed him. Quickly gathering some of his knights, he undertook the long westward march with indecent haste, caring little for the logistical requirements of a foreign campaign. He led his followers straight into a clever ambush laid by Autarch Aglir, and was effectively beaten at the Battle of the Chelna Gap (672). Torastra returned to Tashal and contemplated the merits of the "dishonorable" style of warfare his opponent had exhibited.

The following year Torastra set out again with a larger, better prepared army. This time it was he who surprised and defeated the League's army at the Battle of the Ramala Gap in 673. Leaving the peace settlement to his lieutenants, whereby Kaldoric merchants gained valuable trading rights in Tharda, Torastra began looking for another war.

The Treasure War

In 674 thieves broke into the treasury of king Torastra of Kaldor and stole a jewel-encrusted, allegedly enchanted sword that had belonged to Calsten, the second king of Serelind (142-162). The thieves smuggled the priceless weapon to Burzyn and news soon reached Tashal that it had been sold, in open market, to a Chybisan gentleman. Torastra sent word to king Balesir of Chybisa demanding the return of the ancient heirloom. Balesir was unable or unwilling to recover the blade and may have doubted its very existence.

Still savoring his victory in the Salt War, and always spoiling for a good fight, Torastra marshaled his men and knights. In the spring of 675, Torastra swept down the Genin Trail and crossed the Ulmerien on both sides of Burzyn. After almost 400 years without a real war, the Chybisan army was routed by Torastra's veterans. Withdrawing into Burzyn, Balesir held out for three years, supplied at night by small river boats. With plague and rebellion rife, Balesir sought and obtained the honors of war in 678. A few score of his retainers accompanied him into exile. The stolen sword was not recovered, but Chybisa became a Kaldoric fief.

Balesir journeyed to Cherafir to petition King Etobran for aid. The Melderyni king not only refused, but went so far as to forbid any of his vassals to assist the deposed monarch. Returning to Thay, Balesir continued to seek assistance, but to no avail. It was not until Chunel came to the throne that he obtained any sympathy. In 685, Balesir promised to swear fealty to the Melderyni king if he should ever recover his kingdom. Chunel lifted the ban, saying any lord who wished to give aid might do so.

By 687, Balesir had raised an army, crossed Anadel, and defeated the small garrison Torastra had left in Chybisa at the Battle of Geda. However, once Balesir was securely back on his throne, he renounced his promise of fealty to Chunel. The Melderyni king is reputed to have expressed a lack of surprise at this turn of events and has since hinted that Chybisa is unlikely to have things her own way forever. Torastra denounced Balesir as a treacherous churl, but declining health prevented him from pressing his claim to the Chybisan throne. The aging Torastra was to fight only one more campaign, against the Kath in 689, before his death from old wounds in 693.

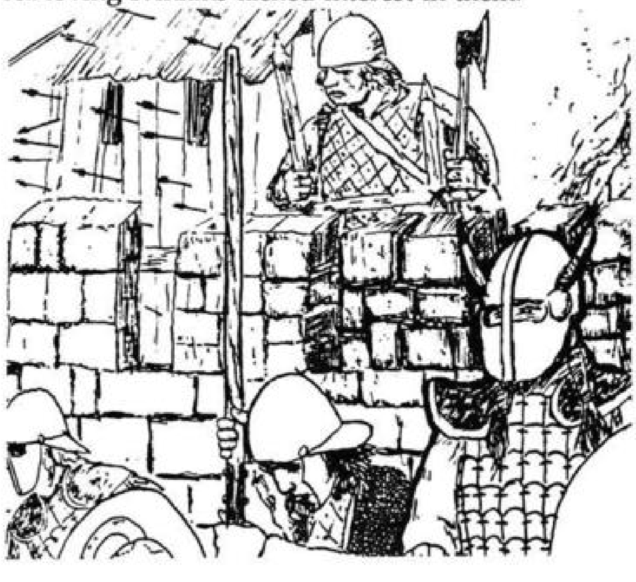
THE JARIN OF THE NORTH

The mountainous, fjord-indented, northern part of Hârn is now called Orbaal but this is a recent name. Formerly called Jara, it was occupied for more than a thousand years by the Jarin, the first human settlers on Hârn, many of whom had fled north to escape the Lythian barbarians after the Atani Wars. Their 400 year exposure to the Sindarin and Khuzdul gave the Jarin a mystique, which even today, sets them apart from other human societies.

Since the Tyranny of the Foulspawner, the Jarin of the north have been plagued by bands of Gargun infesting the Jahl Mountains. The Jarin built most of their settlements along the coasts, fortified against Gargun raids. By the middle of the 7th century, the north was dotted with Jarin keeps and manors and although fragmented into more than a dozen petty states, a crude feudal society developed.

The Ivinian Conquest

The Jarin were now confronted with a more deadly foe. To the northeast of Hârn is a land called Ivinia. This rough land spawned an equally rough race of seafarers. In their dreadful, swift dragon ships, the Ivinians began to raid the coast of Jara around 645. They came for booty, but finding the fjords of Jara much to their liking, and judging the Jarin to be disorganized and cowardly, some Ivinians decided to make Jara their own. In 652, Sherwyn Keep on Gedil Island was sacked and captured. One by one, isolated Jarin communities suffered the same fate. The capture of Lethwyn in 667 was the death knell of Jarin independence. This was the strongest Jarin hold; its Ivinian captors renamed it Geldeheim. The last coastal Jarin keep (now called Vold) fell in 676. The Jarin still held four inland keeps (Gwaeryn, Leriel, Quimen and Pethwys), but only because the sea loving Ivinians lacked interest in them.



THE KINGDOM OF ORBAAL

The Rape of Thay

The bloody Jarin Rebellion ended in 703 and had brought the squabbling Ivinian clans closer together in the face of a common enemy. Alegar tried to preserve this temporary unity by means of a bold new adventure, a raid down the east coast to capture the Melderyni city of Thay. The Orbaalese built a base on the isle of Keron in 704. The next year, forty ships descended on the unsuspecting Thayans. The Ivinians surrounded the town, but could not breach its walls. For three days the northerners vented their anger on nearby villages. Finally, the Orbaalese retired, carrying off many women and much booty, pledging to return.

The Cape Renda Disaster

Alegar prepared his second expedition with more care. Recruiting ships and men from as far afield as Menglana and Chelemby, he sailed late in the summer of 707 This time his ships numbered more than a hundred, an unstoppable force. The five thousand warriors aboard exceeded the entire population of Thay. But while rounding Cape Renda, fifteen leagues northwest of the city, the great mages of Melderyn sent a storm that sank many vessels, cast others on to the Renda Rocks, and scattered the remainder. The surviving ships retreated to Keron, only to find that their island base had also been destroyed. This was more than the "masters of wind and wave" could bear. They limped home.

The West in TR 720

Two kingdoms and a republic maintain an uneasy peace in western Hârn. Over the past fifty years they have fought several wars and there is no reason to suppose that relations will improve.

In the twenty three years since Ezar's War, the border between Kanday and Rethem has been the scene of continual skirmishing between the Order of the Checkered Shield and the Order of the Copper Hook who have yet to accept the Peace of Selvos. The wounds of the war have not healed. Rethem's king, Chafin III, is vigorously trying to unite his chronically rebellious kingdom. If he lives long enough, it is likely that he will again attack hated Kanday.

Neither kingdom has reason to trust the Thardic Republic with its radically alien politics and its avaricious, expedient-following senators. The republic's worst enemies dwell within its own borders, where the great families vie constantly for status and wealth and factions form and reform daily. The republic's decadence and internal disunity will likely eliminate it as a threat to its neighbors until some strong general can climb to the throne over a heap of bodies. Peran is a harsh wilderness, a land of wild tribes who have not forgotten that their fathers once conquered large tracts of the rich, soft South.

The East in TR 720

Miganath is King of Kaldor. He succeeded his father Torastra at 41. He has always been sickly and ever since he took the throne physicians have been predicting his imminent death. After 27 years, the aged monarch continues to baffle his subjects simply by living. Miganath has never married which leaves the succession a bone of contention between two or three bastard sons, and fourteen nieces and nephews.

The hand of the seemingly eternal, ineluctable kingdom of Melderyn rests lightly on its mainland fiefs. King Chunel could, at any time he wished, send an army to claim the tiny kingdom of Chybisa. Of course, the tiny kingdom is also claimed by Kaldor, so this action might precipitate a war between Melderyn and Kaldor. Chybisa's monarch, Verlid VII, is obsessed, perhaps rightly, with the notion that either Melderyn or Kaldor will take up arms against him.

King Aranath maintains his elven court in the splendid isolation of the Shava Forest; King Hazmadul III reigns over the Khuzdul of Azadmere.

The North in TR 720

Since the Cape Renda Disaster, the Orbaalese have settled into normal squabbling among themselves. They still go viking here and there, from time to time, but most of their efforts are spent in internal dispute and in subduing the ever bitter, restless Jarin. When Alegar died in 714, he was succeeded by his son, Alegar II. Not least among his worries is an ambiguous threat from several Ivinian kingdoms which consider Orbaal their colony. The Kingdom of Orbaal is less a kingdom than a confederation of petty domains.

Between Hârn's islands of "civilization", travelers may encounter almost a score of barbaric human tribal nations, all of whom treat interlopers with suspicion, while some negotiate with arrows. Those who brave the wild, mountainous regions risk run ins with bands of violent Gargun, and everywhere there are of fell, enchanted beasts. Hârn remains a land of subtle intrigue and sudden bloody violence.

OUTLINE CHRONOLOGY

15,000 BT	Earthmasters depart Kethira
10,000 BT	Sindarin reach Hârn
7,000 BT	The Khuzdul appear on Hârn
1,300 BT	The Jarin reach Hârn
683 BT	Battle of Sorrows/Abdication of Aranath
1 TR	Kingdom of Melderyn founded
100 TR	Tyranny of The Foulspawner begins
120 TR	Carnage of Kiraz/Battle of Sirion
128 TR	Founding of Tashal
160 TR	Kingdom of Chybisa founded
178 TR	Battle of Hosat/Migration Wars begin
188 TR	Kingdom of Kaldor Proclaimed
238 TR	Battle of Olokand
301 TR	Corani Empire founded
356 TR	City of Aleath founded
362 TR	Kaldoric Civil War Begins
377 TR	Battle of Kiban. Civil War ends
388 TR	City of Merethos (Golotha) founded
391 TR	City of Shiran founded
406 TR	The Restoration (Kaldor)
443 TR	Aleathia invades Corani Empire
453 TR	Corani Empire annexes Aleathia
477 TR	Kustan Massacre
493 TR	Charter of the Mangai (Guild Rights)
521 TR	Great Flood of Tharda
558 TR	Balsha Executed/Balshan Jihad begins
559 TR	Red Death (plague) until 561
562 TR	Balshans capture Merethos (Golotha)
564 TR	Shiran joins Balshan Jihad
565 TR	Coranan captured/End of Corani Empire
568 TR	Theocracy of Tekhos founded
572 TR	Agony of Aleath/Aleathian Odyssey
573 TR	City of Thay founded
588 TR	Theocracy of Tekhos collapses
589 TR	Kingdom of Kanday founded
612 TR	Second Aleath Republic founded
620 TR	Kanday captures Dyrisa
621 TR	Coranan Republic founded
625 TR	Shiran Republic founded
629 TR	Arlun the Barbarian invades Rethem
633 TR	Aleath joins Kanday as freetown
635 TR	Kingdom of Rethem founded
636 TR	Thardic League formed
652 TR	Ivinian Conquest begins
661 TR	Five Year War begins
663 TR	Battle of Teb Marshes
665 TR	Battle of Eidru
666 TR	Peace of Quivum/Five Year War ends
672 TR	Salt War begins/Battle of Chelna Gap
673 TR	Battle of Ramala Gap/Salt War ends
674 TR	Proclamation of Thardic Republic
675 TR	Treasure War (Kaldor-Chybisa) to 678
682 TR	Ezar's War begins
686 TR	Kingdom of Orbaal proclaimed
688 TR	Rethem Captures Sarkum/Hebon
690 TR	Kanday liberates Hebon
692 TR	Kanday liberates Sarkum
694 TR	Assassination of Queen Eriel
697 TR	Peace of Selvos/Ezar's War ends
701 TR	Jarin Rebellion (Orbaal) to 703
705 TR	Rape of Thay
707 TR	Cape Renda Disaster
712 TR	Kuseme War (Kanday-Tharda)

THE FIRST BOOK OF COMMON KNOWLEDGE

BEING THE LEGENDS AND FOLKLORE,

(AND DOWNRIGHT LIES)

OF HÂRN

BY N. ROBIN CROSSBY

WITH CONTRIBUTIONS BY

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LEGENDS & FOLKLORE

Folk born and raised on Hârn tend to know a bit about its legends, myths, and folktales; these are common knowledge. Almost every word is the literal truth...

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ALARIENEL, THE LOST CITY

One of the most enduring legends about the Sindarin and the Shava Forest is that of Alarienel, the "lost city of King Daelda". Sindarin, Khuzan, and human legends all refer to its existence, although every tale is vague on details such as appearance and location. Sindarin and Khuzdul legends are strangely coy on the subject of what became of the city; neither race seems eager to discuss the matter.

Although the ambiguity of the Alarienel myth casts doubt on whether it even existed, a few clues do exist. It is almost certain that it was built prior to the arrival of the Khuzdul on Hârn. Dwarven tales speak of the "ancient halls of the elven King", and since both Ulfshafen and Elshavel were built with Khuzan aid, they are probably not the places being referred to as "ancient".

It is virtually certain that Alarienel was located in southern Hârn, most likely in or near the Shava Forest. This assumption is based on the fact that the Sindarin population has always been centered in that area. Attempts by human adventurers to find it have met with no success. The treasure maps that have occasionally turned up showing Alarienel's location have been frauds.

Some people believe that Alarienel was Pesino. While this possibility cannot be entirely discounted it seems somewhat unlikely. Most of Pesino was not built by the Sindarin, and there is little to suggest that it was ever called "King Daelda's city".

There are hints in the legends that Alarienel was destroyed by a natural disaster. This theory gained some support from the report of the survivors of a shipwreck in the Gulf of Chakro in 631. They claimed to have seen the ruins of a great city beneath the waters of Shevia Cove on the coast of Evael. The fact that an expedition five years later found nothing has not dampened the rumor.

There are two other interesting theories about Alarienel. The first is that it existed (exists?) in Faya on Yashain and can be reached by one of the *Taur-im-Aina* in the Shava Forest. The second is that Alarienel is not a physical place at all, but rather a state of mind that the Sindarin of the old blood could achieve. For obvious reasons, proof of these theories would be extremely difficult to obtain.

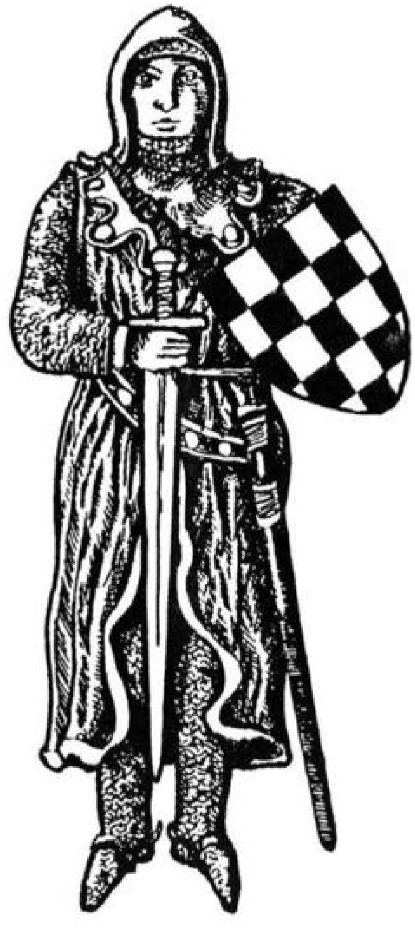
AMBRATHAS OF ALAMIRE

A saint of the Church of Larani, a warrior-priest credited with being the mortal champion of the Goddess. This is his story.

Ambrathas came upon a maiden beset by a dozen brigands who had routed her escort. He challenged the brigands and defeated them all in fair combat. The maiden thanked her champion and gave him a red and white checkered kerchief, which he tied about his neck. As he escorted the lady to her destination, they were attacked seven more times, each time by more fearsome foes. The final encounter was with eight demons. Each time, Ambrathas steadfastly repelled his opponents without thought of retreat and never complaining of his many wounds.

Eventually, they came to a hill overlooking the maiden's destination, a castle of unnatural fairness. Ambrathas collapsed and could go no further. As he lay, he saw the maiden transformed into the goddess Larani. She told him that the castle below was hers, Dolithor, but that it was not his destiny to enter it, although he must ever strive to do so. Ambrathas heard the goddess map out his future as her champion. Although he knew his inadequacy for the tasks she set him, he accepted the challenge.

Ambrathas lay long recovering from his wounds. When he awoke the castle and the goddess were



gone. In their place were a brooding dark fortress and five mendicant mortal priests who said they were sent to aid him. Their first task would be to take the dark castle below from its evil warlord. One of the mendicants blew a horn which was answered by the appearance of a small band of warriors who called themselves the *Knights of Tirith*. Ambrathas led the knights to the gate of the castle and challenged the occupants. Ambrathas and his band won the day, 'though hey were outnumbered five to one, then the Knights of Tirith departed.

The dark fortress was converted into a temple and chapter house for worthy knights, and named *Alamire*. The tiny priesthood trained acolytes who were sent abroad to spread the word, and Ambrathas entertained and converted warriors to the cause of the Lady of Paladins. For twenty years Alamire stood. Then the Knights of Tirith returned and bade Ambrathas send everyone away. After he did this, a mighty army swept down upon Alamire, and although Ambrathas and the Knights fought bravely, the castle was destroyed and all were slain.

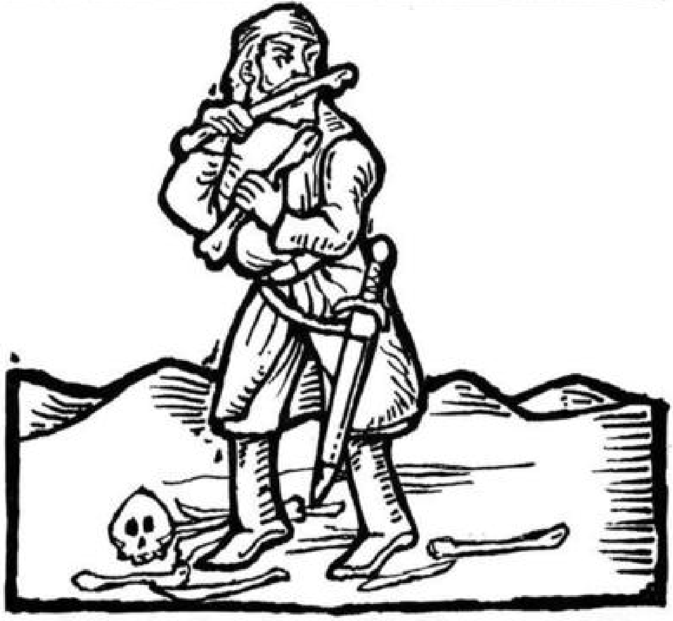
ASAGRAN THE GHOUL

This is a legend with a strong historical basis from Dyrisa in Kanday. It is well-known throughout western Hârn and is far from rare in the East.

Asagran of Khidlar is one of the most grotesque figures in the history of western Hârn. Appointed the ruler of Dyrisa by Horahnam of Tekhos in 569, his career was one of violence and insanity. The depredations of his rule have left a grim legacy of terror that persists to the present day.

Asagran was depraved even by the standards of the Theocracy. His appointment as governor of Dyrisa was intended to instill terror among the residents and keep him at some distance from the centers of power. His perverse excesses quickly made his name feared throughout the district.

Almost daily, Asagran ordered the gruesome executions of friend and foe alike, by impaling and quartering, and other foul means. He personally conducted the "ritual" execution of Eladas Kand, the father of Andasin I. It was widely believed that he devoured Eladas' heart before heaving the corpse into the Eryn. This is how he earned the sobriquet "Ghoul" — and rumors that he feasted on the bodies of his executed victims were not discouraged by Asagran.



Following the collapse of the Theocracy in 588 Asagran proclaimed himself King of Dyrisa, and was able to maintain his power by continued force and terror. Asagran's realm extended along the Eryn from the Tepr River to Edino Keep. During the Interregnum, Asagran and his minions indulged every degenerate whim at the expense of a cowering populace. The Morgathian rituals over which he presided grew ever more "creative" as his sanity crumbled.

In 598, after surviving what appeared to be a crippling stroke, Asagran claimed to be *The Necromancer*, and the *Befouler of the Dead*, titles used by Morgathians to describe Klyss, the greatest of Morgath's demonic servants. Two years later he began excavating the Ariathe barrows, a nearby ancient burial site, and was fond of meditating among the grave goods of the ancient chieftains. He is said to have devoured even the bones of the barrows' inhabitants.

In 609 Asagran was murdered by Brovel of Leride, his closest deputy. He was entombed with thirteen living retainers in the barrow now known as *Asagran's Hill*. Within a week the grave was found open, with no trace of Asagran or the thirteen sacrifices. Brovel died within the year, apparently of heart failure, and his successors were cursed with violent and unnatural deaths. All attempts to reseal Asagran's barrow were futile; on every occasion it would be found open within a few days. Tales sprang up that the barrow was accursed, and there were frequent sightings of Asagran's limping ghost.

The death of Daffyd of Welgar in 620 was commonly attributed to Asagran's shade. Daffyd was the Laranian priest who performed the ceremonies of exorcism over the ruins of the

Morgathian temple, the castle chapel, and Asagran's barrow. Thirteen days later, his dismembered body was discovered on the Elanan bridge, and Asagran's grave was found open. No attempt was made to close the barrow, which has remained open since 620. Trees were planted on the hill in 703 but they withered and died. The barrow is covered by dense, thorny, brush. It has become commonplace among Dyrisans to blame strange events and accidents on the *Ghoul of Asagran.* Asagran's shade is still occasionally sighted. Some say the spectre is not a ghost, but rather the undead form of Asagran.

BARROWS OF KUSTAN

Located in the heart of the Peran wilderness, lies Kustan, a sacred site to the Kubora nation. In the surrounding hills, there are extensive barrows, burial sites for the greatest of Kuboran warriors and their chieftains. The Corani Empire conquered Peran early in the fifth century and maintained a lonely fort at Kustan to control the warlike Kubora. The fort, and its entire garrison, were massacred by the Kubora in 477. The following tale suggests one reason for the massacre.

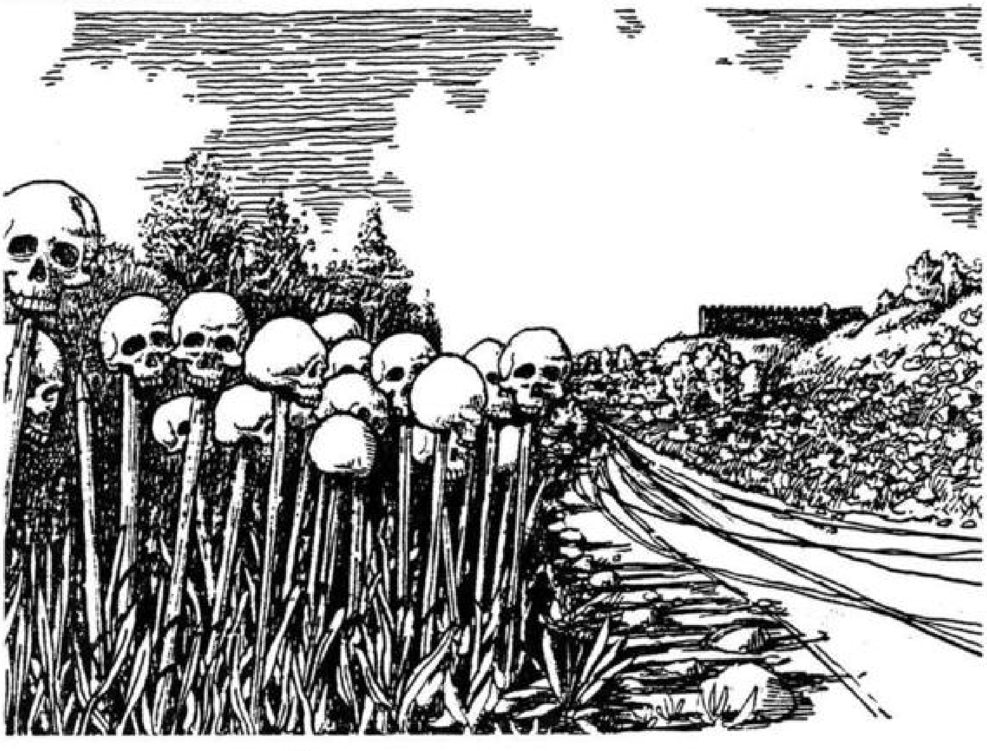
Sylud the Scholar, the tenth Corani Emperor, was a learned an intellectual ruler who encouraged scholarly pursuits throughout his reign. He also patronized archaeological expeditions to various ancient sites. In 475, Mahlades of Peldan received a charter from Sylud to excavate the Kustan barrows in the hope of finding the resting place of Kemlar the Guide (see, separate tale).

Mahlades was a somewhat unlovely character, even considering that he was a covert priest of Morgath. Mahlades believed that Kemlar the Guide had possessed several enchanted artifacts, possibly of Earthmaster origin, and that these were likely buried with him. It is probable that Mahlades intended to keep these artifacts for himself rather than turn them over to the Imperium, as required by the terms of his charter. In any event, he assembled an expedition of "archaeologists", all of whom just happened to be Morgathian acolytes, and arrived at Kustan in the autumn of 476 to begin his search.

Mahlades had no idea which of the hundreds of barrows might hold Kemlar's remains, and several attempts to elicit that information from captive Kuborans failed when the prisoners died under torture. Frustrated, Mahlades began his search at random, excavating barrow after barrow, not always carefully, amid growing Kuboran unrest. After months of effort, he had nothing to show for the work except a dozen wagon loads of normal Kuboran grave goods.

Mahlades grave-robbing coincided with the rise of Nebran, warchief of the Aranaki Kubora, who had gradually united the squabbling Kubora tribes under his leadership. Nebran's goal was to drive out the hated Corani invaders, and the unrest caused by Mahlades' desecration of the sacred tombs was the spark needed for rebellion.

In the summer of 477, the Kubora fell on the Corani fort, and although warchief Nebran died in the assault, the garrison was massacred to a man. Mahlades fate was far less pleasant; he and his assistants were taken alive and suffered grisly and painful deaths, tortured alive atop one of the many barrows they had desecrated. It is said that Mahlade's shade haunts Kustan, still seeking the barrow of Kemlar the Guide.



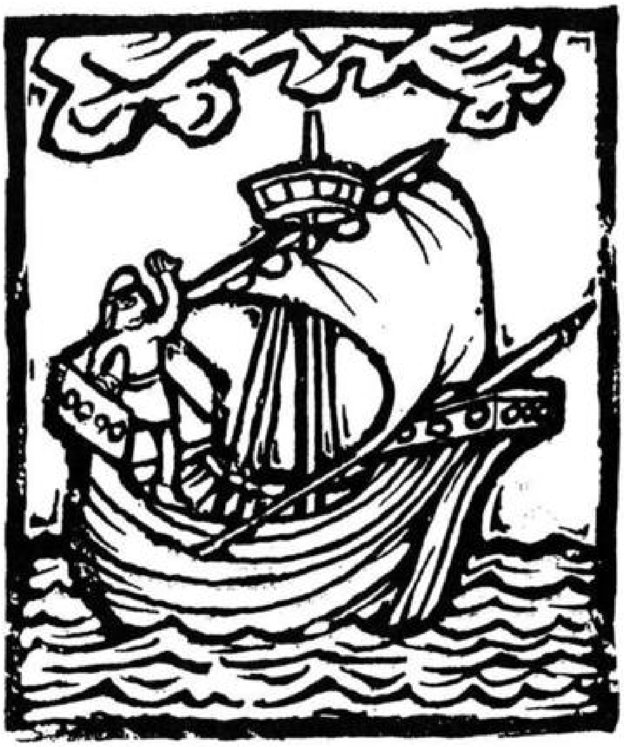
BJAKA AND THE WINDWALKER

Most Hârnians have heard of Mount Fyso, known to men of the north as Windheim, and its fearful resident, Bjaka, the Wind Demon. The following tale, retold for generations by those who make their living on the sea, tells how Bjaka came to his evil ways.

The first people ever to see Bjaka were the sailors of the *Windwalker*. She was a mighty sailing ship, used by the Jarin afore the Ivinians came, to move cargo between Melderyn and Jara which is now called Orbaal. She would sail south to Cherafir, loaded with amber and furs, and return with pottery and precious metals.

When the ship sailed across Jarin Bay, her pilot would use Mount Fyso to steer by. The mountain was tall and could be seen from many leagues off. On one particular voyage, however, the crew noted that the peak was shrouded in gray clouds, although the sky was bright and clear. Some of the sailors said this was a bad omen, but the pilot laughed and gave them no heed.

That night, as the *Windwalker* anchored in a sheltered cove, and the seamen drank and gambled, one of the sailors named Biden noticed flame and lightning jumping from cloud to cloud atop the mountain. He told the others to look, and they did, but by then the flame and lightning were gone. Biden tried to convince them of what he'd seen, but they said he was deep in his cups and did not believe him.



After the ship had set sail the next morning, one of the clouds left the mountain and flew towards the ship. It came closer, easily outrunning them, and landed on the deck. The cloud was gray, and swirled first one way, then another. It seemed to some that the cloud was alive, for it pulsated, in and out, as if breathing. After a few moments, a voice came from the cloud, a voice like that of a king, loud and commanding. The cloud said:

> *I am Bjaka, Master of the Winds, Ruler of Windheim. Yield unto me your cargo, and no evil shall befall you. But obey me not, then shall you be punished.*

The cloud stayed on the deck, awaiting an answer. The terrified sailors urged the captain to agree, but he was greedy. He asked Bjaka if they could keep some of the cargo in exchange for helping him unload it. Bjaka roared, changed color from gray to black, and a mighty whirlwind struck the ship and began to tear her apart. Bjaka flew towards the captain, picked him up in the wind, and threw him screaming into the bay. All the sailors jumped overboard, rather than face Bjaka's fury.

But the sea had become a maelstrom and none survived, none that is except the sailor Biden, snatched from the water by Bjaka and carried to Mount Fyso. Whether this was an act of mercy or not is unknown for Biden was never heard from again.

As for the *Windwalker*, she was stripped of her cargo, which was transported to Mount Fyso by small gray clouds, the servants of Bjaka. The wind demon then let out a mighty roar, and cast the ship onto the rocks, where she shattered into a thousand pieces.

And since that day, no ship sailing Jarin Bay has been safe. Bjaka still, when the mood strikes him, lands on ships and takes their cargo, and the lives of seamen, but he no longer speaks to anyone. With the *Windwalker*, he gave his first and only warning.

BLOODY TAPESTRY

This tale is a mix of fact and speculation. It is well known throughout Kaldor and elsewhere.

In 442, Ledril Meleken, the third earl of Qualdris, married Torlyne Odas, the beautiful daughter of a wealthy vassal knight. She was a gentle woman of great renown for her service and pious devotion to the Church of Peoni. Ledril was a valiant knight and a wise and generous lord and the match was regarded as perfect.

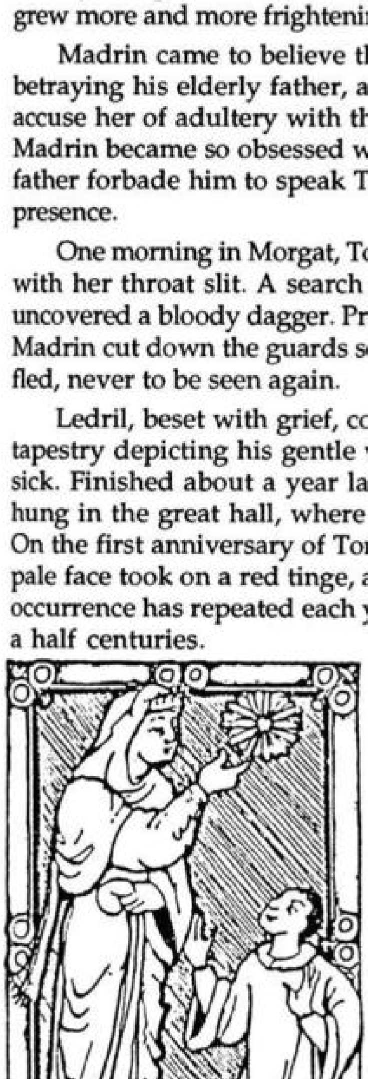
Torlyne bore two sons, Madrin and Arvan, and a daughter Jayal. The boys grew into honorable knights of fine standing and Madrin, the eldest, won renown in tournaments. He traveled widely to broaden his knowledge of the world that he might, "better serve his father and his people". In 471, he visited Western Hârn at the court of Sylud, the Corani Emperor.

When Madrin returned home to Qualdris in 473, he was a changed man. Where before he had been cheerful and ready with kind words, now he was moody and prone to fits of anger which gradually grew more and more frightening.

Madrin came to believe that his mother was betraying his elderly father, and went so far as to accuse her of adultery with the Baron of Nubeth. Madrin became so obsessed with the notion that his father forbade him to speak Torlyne's name in his presence.

One morning in Morgat, Torlyne was found abed with her throat slit. A search of Madrin's chamber uncovered a bloody dagger. Protesting innocence, Madrin cut down the guards sent to arrest him and fled, never to be seen again.

Ledril, beset with grief, commissioned a tapestry depicting his gentle wife ministering to the sick. Finished about a year later, the tapestry was hung in the great hall, where it hangs to this day. On the first anniversary of Torlyne's murder, her pale face took on a red tinge, and this strange occurrence has repeated each year since, for two and a half centuries.



Madrin's elder brother, Arvan, who succeeded his father, never believed in his brother's guilt. He made several attempts to find the real murderer, but learned nothing except that his mother was murdered during the *Night of Shadows*, the holiest period of the Navehan calendar.

BOGNOR'S FOLLY

This tale is a parable of the Guild of Arcane Lore, most commonly told among the Fyvrian Shek–Pvar, but from northern Kaldor to southern Orbaal, everyone knows of unfortunate Bognor.

Bognor of Barth was one of the greatest, and undoubtedly one of the most eccentric, Fyvrian mages of the last century. Legend tells that Bognor had been an alchemist and herbalist in his youth prior to his being taken into the Wizards' Guild by a wandering mage in the 670's. Bognor had a deep knowledge of Fyvrian lore and an almost uncanny knowledge of plants and animals. One of the youngest mages in recent memory to achieve the rank of Viran, in his twenties, Bognor was considered by some to be a leading light of his profession, a mage of enormous talent and awesome power.

Alas Bognor had a terrible temper and stubborn pride. After a long series of personal conflicts with other mages of his ilk, he stormed from his chancery, vowing never to return, and disappeared for five years. Rumor suggests that Bognor traveled widely during this period, perhaps even to the furthest reaches of eastern Lythia. In any event, he returned to Hârn in 690, a changed man. His hair had become long and unkempt, his garments ragged and torn, and his eyes held the gleam of a visionary (or a fanatic). After a brief appearance in Cherafir, Bognor soon vanished again, this time to the north of Hârn.

Bognor settled in the Anoth delta and lived in a small abandoned tower on an isolated tidewater island. There, he was free to conduct research and live free of the disputes that had so marred his career. His servants were few and Bognor, with the aid of powerful enchantments, discouraged visitors from disturbing his peace.

Bognor was a master in all aspects of Fyvrian lore, but he seemed to delight most in enchantments that dealt with plants, and particularly with accelerating their growth to monstrous sizes. Unrestrained by his peers, he begun to dabble in powerful arts far beyond his capacity to understand, much less control.

In 696, one of Bognor's servants appeared at the gates of Lorkin castle; he was raving, almost incoherent, and in a deep state of shock. Although he was eventually nursed back to health, if questioned about his master, his eyes would flash with fear, and he would ramble on about "horrific plants", "putrid doom", and "wretched death". Obviously, something momentous had happened to Bognor and his household.

In 702, and again in 705, parties of adventurers set across the marshes in search of Bognor's famed tower. The first apparently could not find it, while the second disappeared, possibly as a result of bandits and brigands hiding in the bogs during the time of the Jarin Rebellion. To this date, neither Bognor's fate, nor the exact location of his tower, have been discovered.

BURNED VARIALDE

Varialde of Sebryne was a Bujoc tribeswoman born at Telumar c.520 during a Bujoc winter moot. She left the Bujoc for civilized lands at an early age and trained at the Harpers' Guild in Elshavel. She was the most renowned harper of her day. Varialde wandered throughout eastern Hârn and found employment with many of the noble clans of the eastern kingdoms.

Varialde's voice "was at once a lover and a sword", and she could toy with the feelings of her listeners at will. She carried an elven lute of magnificent tone and great enchantment.

Varialde left eastern Hârn in 560 to seek new songs in western lands. She traveled with a few close companions down the Salt Route, arriving in Coranan in 561. Her skill quickly came to the attention of Medak, the Corani Emperor, who summoned her to entertain his court. Medak was so charmed by Varialde that he insisted the harper stay at his palace in Coranan. Varialde quickly became one of the most valued of the Imperial favorites.

This came to a sudden and brutal end with the disasters that befell the Corani Empire in 564-565. When Medak, his kin and retainers, were captured by the Balshans, all were impaled in sight of Coranan. Varialde, however, escaped this grisly fate when her captors demanded she compose and perform a paean to their triumph.

Varialde defied them, singing instead, a satiric condemnation of the jihad and its followers. Her reward was to have her tongue torn out and her hands burned to uselessness. The jihadists then released her to show the measure of their vengeance.

Poor Varialde wandered, half-mad and aided by occasional travelers, back to eastern Hârn. Eventually she made her way "home" to Telumar. There, it is said, Varialde laid aside her lute, and sought a kinder world.

CAELYNDD'S SHADE

The Jarin regard Caelyndd as something of a tragic national hero. His tale is well known from Kaldor to Orbaal. It is also told among the tribes of the southeast, by whom Caelyndd is called the Devil of the Storm, or the Reaper in the Dark. The story originated around 300 BT.

> *'Tis said that on a night when the rain lashes the skin from a traveler's bones, and the wind whips the clouds to a frenzied maelstrom, and Yael's eye broods high in the heavens, that is when, if one listens closely, the screams of Caelyndd's victims can be heard as he howls for release.*
>
> *Excerpt from the Harper's* ***Tale of Caelyndd***

During the early years of the Atani Wars there arose a mighty Jarin warrior known as Caelyndd. He was a proud and courageous man, capable of fulfilling any of the requests given him by his king, Daelda. So feared was the sight of Caelyndd and his lancers that the invading Lythian tribes revered him as a terrible avenging spirit, claiming that, *when Caelyndd rode, Kethira itself shook with fear, for thousands did he slay, and thousands more he left to drown in the blood of the slain...*

From the fortress city of *Eirbashafen* (?) to the gates of *Harmazad* (?) Caelyndd and his lancers chased the barbarian hordes, routing them in battle after battle. From atop his gray mare, *Gwynedd*, he commanded his forces, and the mere sight of his lean figure and the flash of steel from his great sword, Aoife, struck great fear into barbarian hearts. However, it became apparent to Caelyndd that, even after many victories, there was little he could do to stem the tide of invaders and thus, as did many of his kin, he withdrew to a safe haven in the Anadel Highlands.

One night, as Caelyndd slept, Siem sent him a vision of doom. In the dream, Caelyndd visited a fog shrouded countryside, the forms of his men shimmering in the swirling mists, their horses snorting their fear. Slowly, he signaled for silence. Saddles creaked and harnesses clinked lifelessly. Then a gust of wind parted the fog to reveal, for an instant, a circle of great stone giants and a pile of twisted corpses, atop which stood a hideous old crone. A battle horn sounded and Caelyndd was dragged from his mount.

Awakening, he decided to move with great haste, for not three leagues from where he camped was a great stone circle known as *Cerlynn* (?). And so, with but a word, his lancers were again on the move.

After crossing the Nuem the prophesy began to unfold. The warriors were surrounded by a fog "unlike any mist they had ever seen" and soon there were murmurings of divine influence. But they pressed on, dismounted. After leading their steeds for seven days through the unearthly mists, a gentle breeze carried forth the scent of carrion and the mists parted to reveal a mound of horribly mutilated corpses within a circle of brooding stone watchers.

Caelyndd called a warning to his forces, drew Aoife and laid about to either side. Thrice did his blade strike home and thrice did assailants fall. For five days (?) did the *Battle of Mists* rage and many a Jarin was felled by unknown, shadowy forms. Then, as quickly as it began, the fog lifted and the battle was over. Of their attackers there was no sign, but the toll which they had inflicted upon Caelyndd's men was terrible; two score of his lancers lay upon a field devoid of the corpses of their enemies. Atop the hill, under the watchful stones, lay the remains of a party of Sindarin archers, their smashed, twisted bodies almost unrecognizable, their faces contorted in terror.

Caelyndd commanded that a tomb be hewn from the stone at the feet of one of the watchers. And so, the Sindarin were interred with all their treasures and with the slain of Caelyndd's lancers as an eternal honor guard. Then, great wards and traps were left to protect the fallen.

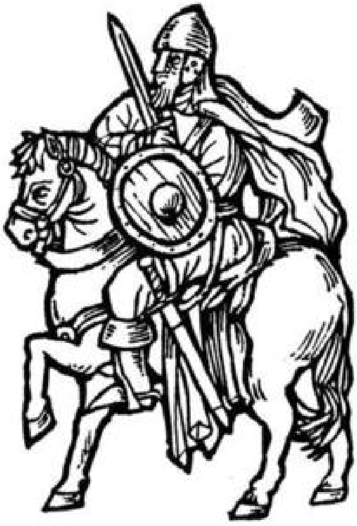
As Caelyndd and his remaining men departed the halls of the dead they were greeted by an old barbarian crone who proclaimed

Hail Caelyndd! Guardian of the Lost Kingdom. Hail Caelyndd! Slayer of his own blood. Hail Caelyndd! Servant of a soulless master. Hear my words and know that thy time hath fled, for now my people take revenge upon thee for all that hath been done them. Thou art accurs'd, doomed to the fate of thy soulless master, bound to undying death for all eternity!

Upon delivering her words of eternal damnation, she produced a tiny silver sphere and with a speed that belied her age, cast it towards Caelyndd. He and his steed immediately vanished in a swirling maelstrom of light and sound. Caelyndd's lieutenants descended upon the crone, capturing her and demanding the prompt return of their leader upon pain of death if she so failed. To this the crone replied

Doomed be he; doomed to ne'er live nor yet die.
And every seven score and ten years shall he walk Kethira, and then shall terror be his name, for he shall be a creature of the purest evil.

At that, Caelyndd's men slew the witch and hastened to Evael. Now, every 150 years the spectre of Caelyndd rides the lands, a tormented soul, and death follows his every league, for he slays wantonly as he searches in vain for eternal slumber.



CHANAKUR'S REST

The tale of Chanakur is well known in Chybisa and southern Kaldor, and is told in Melderyn and Kanday. Many villages along the Genin Trail claim it as their own.

Long afore men came to these parts, there were all manner of fearsome creatures roaming about, but when men came, most were killed or driven off. Still, some terrible monsters lingered 'till heroes could bring them to task for their evil.

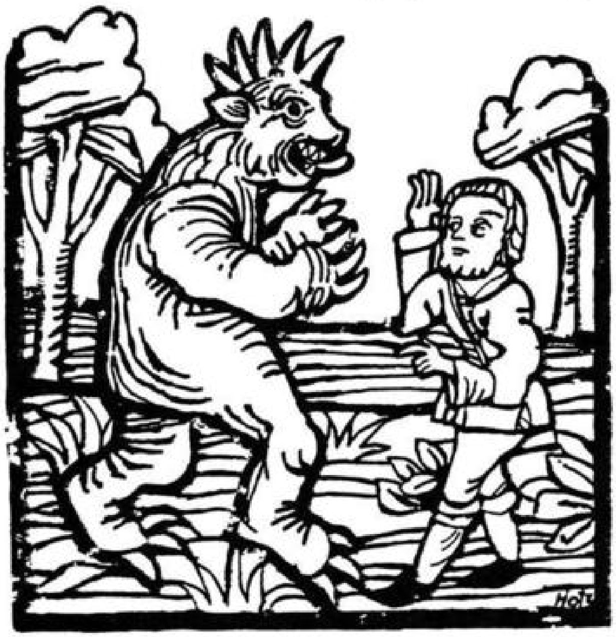
One of the worst was Chanakur, a creature of the ninth hell, a foul thing who lived to bring tragedy to common folk. Chanakur was tall and deep brown with no hair on his body. He had five horns upon his head and three razor sharp claws six inches long on each of his four arms. He weighed as much as three men and was as strong as four.

Chanakur had no soul, so there was no room in him for compassion, nor any feeling for others except as how they might taste. For he had a mighty appetite and liked nothing better than manflesh.

The people barred their doors a'night when Chanakur was wont to roam about, but it was to little avail, for Chanakur could break in walls if the hunger took him, and it took him often.

The men would gather and lie in wait, but Chanakur wandered about, and took a few in this village, a few in that, a few in the next. And Chanakur could make himself invisible. The men could not catch him and despaired.

One day there came a wandering the famous mage, Genin. The village reeve went to him and pleaded with Genin to aid the people. Genin stayed a few days asking this person and that what they knew of the monster, and folk told him what they knew, and of the terror in their heart. So it was that upon the next full moon, Genin cast a mighty spell and bound Chanakur beyond the world of men and came to the reeve saying,



> *Lo, have I bound the beast in a place beyond thy ken, and long will Chanakur stay in that place, but nothing lasts eternally and Chanakur is strong, and a fey spellcaster himself, and he has much malice to sustain him.*
>
> *There may come a day when Chanakur shall slip the bindings I have laid upon him, and he will break free to walk among you again. Guard well this crystal, for it will warn and protect you.*

And Genin gave the reeve a lens of pure crystal, bright and beautiful it was, although one could hardly see it when held before one's eye.

And Genin told the reeve to keep the lens for though it, a man could clearly see Chanakur, e'en he became invisible to others. And Genin said that he could not tarry longer and must depart, and the reeve thinking that the mage had done enough agreed and blessed him as he left.

For many years was Chanakur bound, and the reeve kept the Lens of Genin safe, and when he died he gave it to his son and bade him keep it safe always, for one day the village may have dire need of it. And the reeve's son became reeve, and guarded well the Lens, and passed it to his son, and he to his, and so the Lens was kept safe, for the people remembered what Genin had done.

But the evil of Chanakur grew dim. In the fullness of time the blood of the reeve's line grew thin and a shallow and venal man lost the lens gambling with some passing merchants. So was the Lens of Genin lost to the village. But the people did not care, for they had forgotten Chanakur.

CHERNAE POND

Chernae was the fourth monarch of the Kingdom of Aleathia, a foolish and egocentric ruler. He was a wastrel, and did little more than hunt and lavishly entertain a coterie of male advisors. In 429, Chernae's body was found at the edge of this pond near Dyrisa, the current seat of the King of Kanday. He had apparently fallen from his horse and drowned. Rumors that he had been murdered were common, but never proven. Since that time his ghost has been occasionally seen, lamenting his untimely death. Chernae's spectre is always seen near the pond and seems to portend some impending ill fortune for the witness.

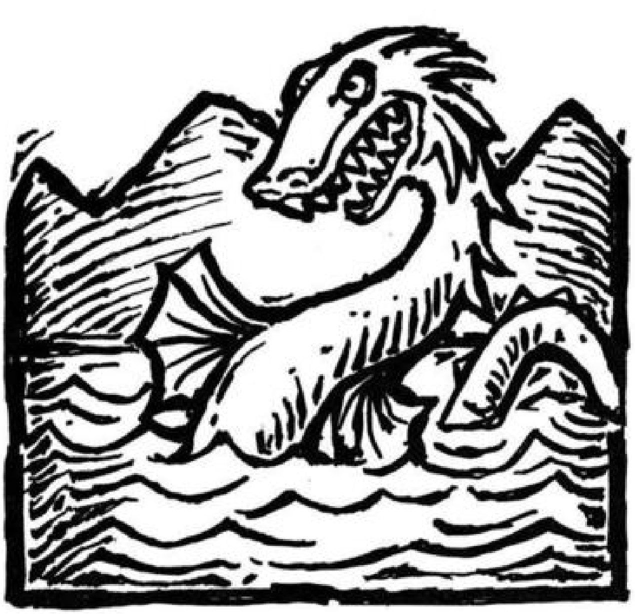
DARANOG OF THE LAKE

While there are tales of aquatic monsters associated with most of Hârn's lakes, few creatures are as frequently reported as the dreaded Daranog of Lake Arain. This tale is well known in Azadmere and Kaldor, and by merchants and bards, and those who listen to them, everywhere.

I'd ne'er 'ave thought it possible 'ad I not seen it wi' me own eyes. I'm a swine'erd, a good job. I takes care o' the baron's stock; a good big 'erd it be, an' I takes pride that every animal is 'ale and 'arty. Enough o' me.

One night I was down by the lake near Pedwar wi' a dozen or so sows I was takin' to Zerhun. It was Yaelah. I'd penned 'em up and wander'd into the Lock n' Lantern fer a bite an' a mug or two. Not that I were sozzled or anythin' like that — after all, I 'ad the baron's property in my care. So I was walkin' along the beach, enjoyin' the breeze off the lake, when I 'eard some funny noises. Were the sound of cattle in panic. Then I noticed cows an' stuff running around a field like they was craz'd. One I seen was foamin at the mouth, and it's eyes were so red they might'a been bleedin'.

I thought to meself, now that's odd. What could'a made such a ruckus. So I wander'd on a bit 'till I saw funny marks on the road. Dark they were, an' they mighta been red, like blood. Seemed somethin'd been dragged across toward the lake. Younger I was then, p'raps a bit less clever, so I boldly followed the trail down t' the water. Weren't far to the lake an' as I got near the lake, I saw an enormous creature, musta been sixty feet long, an' cover'd with slimy scales it was. There was a half butcher'd cow, an' the creature was draggin' it into the water, stoppin' to take a bite now an' then. I don' know 'ow long I stood watchin' the thing, but it couldn't 'ave been long, er it vanished below the water.



I ran back to the inn an' told 'em all about it, but they sorta rolled their eyes and muttered. No one wanted to go out that night to check it though. Was then I realized I'd seen the Daranog an' was due a nasty run o' bad luck. Sure enough, I lost me job, one o' me kids were killed in a fall, an' me wife left me. I took t' scrounging drinks for me story, an' I've gone down'ill from there.

EARTHMASTER REQUIEM

Before man or elf or dwarf came unto the world, perhaps afore the gods were birth'd, there came the Ancients, the Earthmasters, beings supreme, godlike, mayhap gods themselves. The Sindarin, first to know their works, and though discomforted, marveled at the majesty and power of their works, and said of them,

O Mighty cones and shadow'd spires
That quell the living heart
That cast thy baleful unseen glooms
And tear the soul apart.

What daunted hand, what twisted fear,
Hath raised thy roof and wall?
Against what horror art thou wrought?
What power caused thy fall?

The world has changed much since the Sindarin discovered the works of the Earthmasters; forests now stand where once were none, and men have planted crops where trees once bathed in the unchanging winds. The nature of the world is change, yet the works of the Ancients prevail, hard to find, hidden and shunned as they are, for they are places holding artifacts of terrible magick.

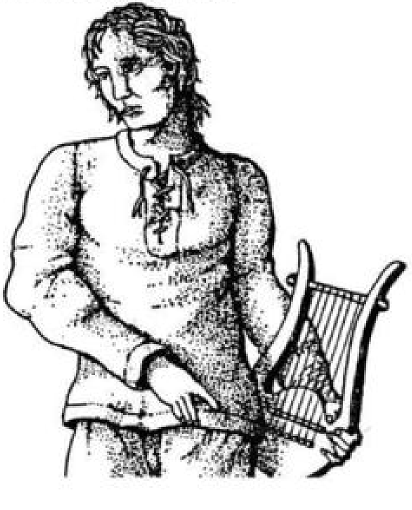
Much can be said of the Earthmasters, much of it false or fancy. They made great things it is true, artifacts of great magick, long sought by men as instruments of power. Among them are the enigmatic *Godstones*, the *Hiri-Delyn*, the *Kyn-Assard*, the *N'Garith*, and the *Sli-Hordrh*.

GALEROTH THE HARPER

A prominent figure of Sindarin history, Galeroth is quite well known to humans as well. The master harper, perhaps the greatest story-singer ever, had a distinctive style, and while his voice may not have been the finest ever, it was certainly the most loved. He traveled throughout Hârn, performing for any who would listen, and was dearly loved for his music and poetry. At his last performance in 309, in Cherafir, he spoke of his imminent departure "never to return except in memory". The narrative is attributed to an anonymous Cherafir longshoreman, TR 309.

Well we remember Galeroth, and will always, I tell 'ee. He came to the Alienage in 309, in the early summer it was, and sang for us working the docks. Not much work got done that day, I tell 'ee. I dan't think he made much silver that day. There were little about, but we gave what we could spare and he acted grateful like we'd dropped 'im a king's ransom. I reckon that's more like what ee'd be used to, but ee 'ad a soft spot for poor folk like us. He played the'arp that day. Oh what a sound it made. Surely it was burstin' with the magick of the fair folk. The tunes tinkled along the wharves and up the alleyways and almost made the old smells stop and listen.

This voice is mine to sing my truth,
As you will hear your word.
For who can sing the puremost
And hope to have it heard?
My melody declares my sight
With lyric sharp and lean
But who can taste the innermost,
Discerning what I mean?
I like to see you growing.
Are you more inclined to shrink?
I never can affect you,
But I will make you think.



Th'ole place was quiet for days after. Like no one wanted to spoil the memory of Galeroth that lay like a warm shadow o'er the Alienage. Days later people would run around corners thinkin' they'd 'eard 'im singing, but it was just echoes. Them took a long time to fade away. He said he'd be gone soon, and that might have been his last performance. I don't know, but he asked us to remember 'im, an' that we do.

Remember me then,
As I leave again,
For this time I may not return here.
If you look for me,
Then mayhap you'll see,
Why this time I cannot return here.

I sought out the prize,
The truth pulled from lies,
But this time I will not return here.
I have never foretold,
That the love could grow old,
'Though this time I will not return here.

The past is laid bare,
The future's out there,
So this time I will not return here.
Remember me then,
As I leave again,
For this time I will not return here.

One thing Galeroth ne'er sang 'bout that day was 'is great skill as a warrior, an' 'is great battle with the evil necromancer Nideri. But other bards told us 'bout that, 'bout how Galeroth rescued the four young maids the necromancer took for evil purpose, 'bout how Nideri spat his death curse on brave Galeroth, a terrible curse, that tore 'is soul from the path that all fair-folk tread, doom'd ne'er to reach 'is Blessed Realm.

Now, did that evil curse kill 'is body, or does 'e wander Hârn yet? An' if there be a body, where doth his tomb lie? But 'is echoes do not fade. The harper's fair voice, they say, comes to 'em who deserve to hear it, here and there, now and then. Aye, 'em as knew Galeroth, wish 'im peace.

HEART THAT BROODS

There is every reason to believe that this tale be true. The elves are pretty strange folk, and it is well known that they live forever. Could they be so much better than men,that none be evil? The tale is well told throughout Hârn.

I'd tell ye a story 'bout when the elder peoples gave up their rule over this land, when their king, Daelda, fell mortally wounded 'neath the weapons of the cruel invaders. Then it was, that most elder

folk left these isles forever, but some went t'dwell in the Forest of Shava, and a few, an evil few, slunk away into the shadows.

Now most folk reckon th'elves a kindly lot, aloof p'raps, but not mean nor cruel. There's them as soon nay see the faery folk, nor their doin's, nor their magic. But there's not many folk fear the Sindarin as much as is their due. For they are a strange and power'd folk, and their moods as like to set 'em ragin' as t' strike a song t' warm the heart.

Stories there be about the dark elves, them as lurks in the shadows between the trees and spirit off children who wander too far, or creep into the nurseries of mortal folk and take the young'uns t' raise as changelings. Many tales there be of that ilk, but I thought ye might like to hear the truth of it.

See, back when the new king Aranath said to 'is folk, "now passes the age of the fair folk, now comes the age of men," there was one among them called Gwydriel, a powerful sorceress, who spoke out a'gin the new king saying,

> *There are those among us with strength enough to carry this fight home to the barbarians until we drive them from this land; and I say let us slay all mortals, whose evil has so wounded the land. Aye, let us carry this forth.*

But Aranath said,

> *Mayhap we could redouble our efforts and drive out the mortalfolk, but at what cost? Could thy magic repair our wounds, or restore the lives forsaken, and what of our faithful Jarin, who have dwelt ere long here and served us well? Wouldst thou, in thy heartless rage, destroy them too?*

To which Gwydriel replied,

> *Aye, give them the choice to leave or die, give all of them that choice, and make our land pure again. I have the stomach for it.*

Long that debate raged afore Aranath carried the day, and took his folk to Evael and made a kind of peace with mortalkind, telling Gwydriel to remove herself to another world where such fights might be worth the fightin'. But Gwydriel took her few followers into the dark reaches of Hârn, and made her plans.

Now, she knew that with so few followers she could not prevail agin all mannish folk. She resolved to use subtle means to achieve her wicked ends. So she sent her servants to steal mortal children from their beds at midnight and spirit them to her hidden camp. There the dark elves raised the mortal kind and taught them something of the weirding ways, and gave them a hatred of mankind, and thus they became changelings.

Generation after generation, they stole of humankind and chose which boy should get which girl with child, and made a new breed of changelings to be their slaves. Now, some call 'em changelings and some halflings, and some just call 'em the little folk. But whatever they be nam'd, e'er did they hide in the dark woods, far from prying eyes, too clever to be hunted down.

Still they be there, lurking in the shadows of the world, bidin' their time An' still they sometimes see a babe they like, and take it for a changeling.

So remember children, remember Gwydriel and her dark elves, remember her changelings. Do not walk alone in 'em woods at night, nor make the midnight tryst, an' tis always wise to keep tight bolted doors and shutters.

HILL OF THE DARK GROVE

Taztos is a fort on the Salt Route in the forests of Ramala, a lonely outpost manned by the Ramala legion. The site is within the range of Tulwyn and Gozyda barbarians and often seems in a state of near siege.

Taztos is notorious for supernatural occurrences, including strange moving lights and noises. The ghosts of Tulwyn tribesmen and Thardic legionaires haunt the place. Some legionaires report having been joined on their patrols by the silent shades of their long dead predecessors.

Quite often, especially around dawn and dusk, parties of legionaires or merchants can be seen running or riding hard toward the fort, as if fleeing some unseen pursuers, only to fade gradually from sight before they reach the safety of the walls.

In 716, a small party of merchants with horses and goods were admitted to the fort, entered the stables, and then simply disappeared. No fewer than forty soldiers saw them, and they spoke to five reliable witnesses, including the garrison commander.

Adding to the mystery of Taztos, there are several ancient burial sites in the vicinity. The *Hill of the Dark Grove* is one of several barrows at Taztos. The barrow was a burial site for ancient chieftains, and later for local tribes.

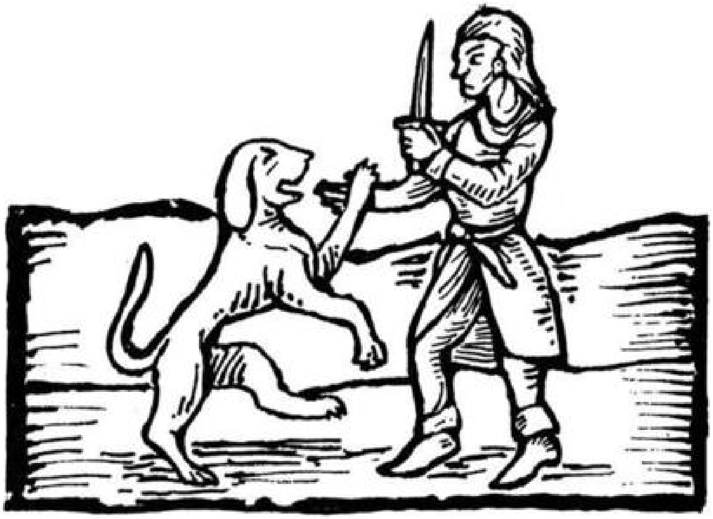
Lothrim the Foulspawner entered the barrow over six centuries ago, seeking, as always, relics of the Earthmasters, but what he may have found is unknown. The Hill of the Dark Grove has a nasty reputation. Trees on the barrow slope are stunted and withered, and their branches sometimes move without wind. Voices can be heard entreating passersby to climb the hill, and the immediate vicinity seems cold, even on sunny days.

HOUND OF BARRA

Barynn was a great Jarin warrior who lived near present day Leriel in the 1st Century BT, and he is probably the most important figure of Jarin folklore.

As a orphan child, Barynn killed a guard dog to save himself from the beast's attack. Barra, the dog's enraged owner, demanded that Barynn be banished. Barynn offered to train another dog in its stead, and promised that, until the pup was old enough, he would guard Barra's house himself. Mollified by the boy's spirit, Barra took Barynn into his household to live with him. From that day forth, Barynn was known as *Albarra,* which means *Hound of Barra.*

Albarra grew into a powerful warrior and triumphed over many terrible enemies, with the aid of a terrible spear. One tale reports Albarra's battle with "mountain devils of heartless wings" in which he slew hundreds of dreadful monsters. Finally, Albarra died in solitary battle with "the sweepings of the mountains", most likely a Gargun swarm, died on his feet, having lashed himself to a tree when he was mortally wounded. The Gargun hewed off his head and right hand, a task that took five days, and bore them off. Nothing is known of the fate of Albarra's unbreakable spear.



The Jarin believe that the ghost of Albarra wanders the land, longing for the return of his skull and hand. And when this comes to pass, Albarra will rise again to aid his people against their foes.

KEMLAR THE GUIDE

This is a Kuboran legend, known throughout the west, and more so since the Kingdom of Rethem was founded by Arlun the Barbarian.

Kemlar was a prophet of divine attributes who led the Kubora from eastern Hârn to their present location in Peran. Their new home, a rugged, almost hostile wilderness, displeased some of the Kubora, but Kemlar:

> *"...pointed to the trees, and there stepped forth deer, pointed to the waters, and there leaped forth fish, cast seed upon the soil, and there burst forth the fruits of the earth."*

The Kubora say that Kemlar bore a "great, shining crystal" and could "cast his mind across great distances, and speak with men in far-off places." Some scholars have noted that these are the reputed properties of Earthmaster artifacts called *Sli-Hordrh,* and that Kemlar's crystal may have been one of these devices.

Whoever Kemlar was, he was clearly not Kuboran. Tribal legends repeatedly speak of him as "coming from afar" and "not of the People". The celebrated scholar/mage, Sedisi of Temin, after twenty years of study, concluded that Kemlar was a mage from another world, possibly a renegade mage.

Sedisi, like many others before him, dreams of excavating Kemlar's reputed tomb at Kustan, but he is also aware of the fate of Mahlades of Peldan (see: Barrows of Kustan).

LAMENT FOR THE PASSAGE

During the Codominium, Sindarin and Khuzdul artisans freely exchanged knowledge, and their skills complemented each other. Several friendships between the races developed during this time. The most famous is that between the elf, Alorin Tolariel, and the dwarf, Raldir Farizhald.

Alorin and Raldir were weaponcrafters of fabulous skill and they made many blades of amazing strength and sharpness. Their quest was to duplicate the *Kyn–Assard*, the fabled Earthmaster sword possessed by the Khuzan King of Azadmere. Although they failed in this, as generations before them had, and generations after them would, their weapons surpassed all but the Kyn–Assard itself.

After Aranath's renunciation of Hârnic sovereignty, the Khuzdul were consumed with wrath. Only Raldir Farizhald, alone among the dwarves, remained at Pesino, dwelling in the house of Alorin. But although their friendship was firm, it was marred by sorrow at the parting of their folks. For many Sindarin, including Alorin's kin, had left Kethira for the Blessed Realm, and the stony hearts of the Khuzdul were closed by anger.

At last Alorin could bear the grief no longer, and he resolved to join his kin in the Blessed Realm. Raldir wept, and said to Alorin:

> *"Is this the final parting of our two folk? I have long cherished the hope that our people would again dwell together in respect and love. But I fear that if we part, then all hope is gone."*

And Alorin answered:

> *"Hope is indeed dead, friend Raldir, and no deed of ours can give it life again. I deem that the roads of Khuzdul and Sindar have forever parted. The world belongs now to man, and our folk are diminishing. We become the stuff of tales men tell their children at night. Perchance we might withstand this mannish tide a time, but I do not foresee an end to it. You are blessed by mortality, which protects you from the hardness of coming days. Alas, I am not so blessed."*

And seeing Raldir weep, Alorin continued:

> *"Let us make a last tribute to our art, to show that even in its dying embers, the friendship of Sindar and Khuzdul was beyond measure."*

So they worked long days, and forged a blade of might that glittered with enchanted power. This sword they called *Firm Heart*, and they hid it in the deep reaches of Pesino, there to lie untouched as a symbol of the friendship that had once flourished between the two peoples.

When this was done, Raldir accompanied Alorin to Ulfshafen, and there the elf took ship for the Blessed Realm. Raldir's heart was heavy with grief, and he spoke his wish to follow Alorin to the realm of Siem, but the elf said:

> *"That is not your path, Raldir Farizhald. Your way lies among your people. Return to the mountain halls of Azadmere and let none forget that elf and dwarf were once friends."*

Raldir made his sad way to Azadmere and took up residence among his kinfolk. There he prospered, and was high in the favor of the dwarven king. But never did he forget the friendship of Alorin, nor did he allow his kin to forget. His descendants yet dwell in the halls of Azadmere where they are the King's armourers, and though twelve centuries have passed, among them the name of Alorin Tolariel is still spoken with honor.

LAMP OF THE GODS

High in the Sorkin Mountains, there is a place where strange flashing lights arc into the heavens. Nearby is an ancient wall of Khuzan make. Most folk believe the place, called Telumar, is where the Gods meet to discuss the foolish ways of men, and where their divine edicts are written to "keep the world sane." A mysterious "Keeper of the Lamp" is said to inhabit Telumar, although another rumor says the site was buried by a massive landslide some years ago.

The following poem, a "popular translation" of the original, is said to be copied from the "Great Wall of Telumar".

They who seek the rule of dark, and welcome steps of death,
Come all forth and cry for ease, to Demon King, Vinreth.
Full bold forsakers of the heart, who forfeit fear and foe,
Venture here, O mortal men, and leave the path of woe.
Bring forth the might of He Who Thirsts, smother all thy dread,
Give thyselves the peace that come, when man and death are wed.

This menacing poem has puzzled scholars for centuries. It contains clear overtones of Morgathian theology, yet the "Demon King, Vinreth" does not figure in contemporary worship of the *Wreaker of Chaos*. Some say the rhyme, in beats of 13, a lucky number for Morgathians, is certain proof of its tie to the *Lord of Doom*. Others say the language of the original, an early form of Hârnic, long predates the coming of that dark religion to Hârn.

LOAG'S BOX

This is a teaching story told in the Guild of Arcane Lore, but it is quite well known by men of learning everywhere.

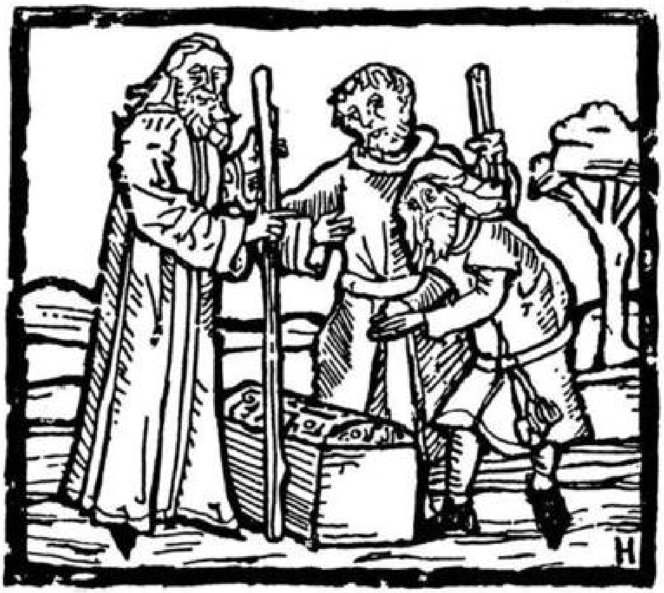
Once, long ago, there was a nexus storm called *Namal–Kandair*, a wild lapse in the laws of space-time that, while quite small, had the annoying habit of wandering from world to world and interfering in various activities, particularly those that were of vital importance to mages.

The storm slipped from one world to another, drawn inexorably toward powerful enchantments. Although it had no feelings, or intelligent purpose, when Namal-Kandair arrived where a mage was casting a powerful spell, it would swallow him whole.

One day, four sorcerers met to discuss the storm. They had just lost a mutual friend to the storm, and agreed they must do something about it, but there were problems. They knew how to bring the storm, simply by casting a big spell, but who would cast it, and risk being eaten whole.

One of the sorcerers, named *Yraw*, decided to give up magic, at least until the storm was dealt with (by someone else) and left the meeting.

The three remaining sorcerers decided they must use small magicks to deal with the storm. One of them, whose name was *Ecart*, devised a tiny spell that would follow the storm and constantly report back. This spell was too weak and insignificant to attract the storm's attention.



Another sorcerer, called *Nokceb*, invented a tiny spell that would give the storm a tiny push sideways each time it tried to do anything.

The third sorcerer, called *Loag*, invented a place for the storm to be, and he made it look like an ordinary oak trunk.

So Ecart, Nokceb, and Loag went to different parts of the world and cast their little spells, and Ecart's spell found the storm, and Nokceb's spell nudged it into Loag's magick box.

None of the three sorcerers deemed it wise to seal the box with a great enchantment, so Loag carved on its lid and sides, in all the languages and scripts they knew, warnings not to open the box.

And so, the storm was trapped, still able to transport itself from world to world, but only within Loag's box which it could not escape. Helpless, that is, until one day a sorcerer named *Hsar* chanced upon the box, opened it, and the storm ate him. He was a poor scholar and did not know any of the warning languages or scripts that Loag had carved.

Fortunately, still the little spells worked; Ecart's spell chased the storm and found it, and Nokceb's spell nudged it once more into Loag's box. This was pretty good magic, especially since the spellcasters had been dead for 500 years.

Namal-Kandair still escapes from time to time, released by some unlearned person, but since Ecart, Nokceb, and Loag showed how much could be achieved with tiny spells, it has done a lot less harm.

LODGE OF A THOUSAND SOULS

Far to the north, in hilly and forested country overlooking the windswept waters of Jarin Bay, lies Gedan, a revered resting site for ancient Jarin chieftains.

O' Haryn, brave Haryn
Great slayer o' demani
We mourn thee, but thy soul
Shall lodge among the many.

There are said to be more than 500 barrows at the site, and twice that number of spirits. Although the burial ground has not been used for almost a century, there are rumors of man and fell beasts inhabiting the site. None wishing long life venture here.

LOTHRIM'S JOURNAL

The following extract is attributed to Lothrim the Foulspawner, although it was more likely written by an apologist. Whether it gives any real insight into the mind of one the most notorious and hated figures of Hârnic history is left to the judgment of the reader.

There have always been in me many yearnings. I chafed against the ties that bound me, against the chains of forbidden knowledge. They said there are some things better left unknown.

O, to be free the shackles that bind those upon the Wizards' Isle, impotent in our omnipotence. Yea, to be powerful, yet unseen, to perfect thy art. Go forth, I said, and make of the world that of which it barely dreams. Bring unto the *kvikir* freedom from ignorance. Make for them a destiny they can but barely see. But my fellows gainsaid my work, and against this I rebelled, and was cast out.

Still, I determined to make in the world a greater thing, a place where mortal men could walk in peace, free of the fear of violence, and hold high their heads, ignorance banished.

And I sought the works of they who came first. I learned they had been destroyed by a great evil from beyond the sky, and, fearing for the defenseless kvikir, I sought the manner of salvation in ancient works.

Even then, my cause true, was I forbade, for my masters sent word unto me saying, tread not this path. But my fear was great upon me, and I could not leave undone what must be done to shield the folk from the coming peril. And they sent from the Isle some to do battle, but I turned them to the cause, or sent them home, or to hell.

Thus I sought the great work, letting none stand in my way, for none had greater purpose than mine. I made enemies, even among the very folk I guarded, so I brought among them the foulspawn, and all were powerless afore me...

The oldest surviving copy of this text dates from around 350TR. Thus, while it might be a faithful copy, it was certainly not contemporary with Lothrim. Obviously, this is only a small part of a longer work. No other parts have been found. It is not known whether Lothrim actually kept a journal.

MARADYN'S HAWK

Pesino is a fabled Earthmaster site, of great powers, said to be located in southern Hârn, perhaps in the Shava Forest. Although the legends of Pesino tend to revolve more strongly around the Elder Peoples, there are a few tales which speak of human adventures there. One of the oldest, and most tragic, is the story of Maradyn.

Maradyn was a Jarin Gelfein (chieftain), one of the rulers of the *Plain of Towers* culture that flourished between 1100 BT and 700 BT. Maradyn probably lived about 1000 BT, although this is only surmised.

In Maradyn's time the Jarin had lived upon Hârn for many lives of men, and their dwellings spread throughout the land. And many among them abandoned the teachings of the Elder Folk, and some spoke foolish words of anger and rebellion. Maradyn perceived this spirit, even in the halls of his own kin, and greatly did it sadden him.

Of all the lords of the Jarin, Maradyn was the wisest. He could see into the hearts of men and know their desires, and was not deceived by twisted words. He listened to the lore of the Elder Folk, and spoke in council with the mightiest among them. Even with Daelda, the Elven King that is no more, did Maradyn speak, and received from him a golden ring set with a crystal stone as token of friendship.

As Maradyn grew closer to the Elder Folk, and his wisdom increased, so too did his pride, and he deemed himself the instrument that would return the land to its ancient harmony. Some say that he dreamed of a mixing of the bloods of the Jarin and the Elder Folk, and that may be true, yet never did he speak of it.

Maradyn rode among the Jarin, even unto those who dwelled in the high forests, and ever did he speak of the power of the Elders' wisdom and the wonders of their lands. And most men found solace in Maradyn's words, but in some his speech sparked great jealousy and anger. So mighty had Maradyn's pride become, that it overwhelmed his wisdom in this matter, and he could no longer see into the hearts of men of malice. Nonetheless, Maradyn did more good than harm, and his journeys slowed the growth of enmity among the Jarin.

After three years of journeying, Maradyn rode homeward. When he came to the crossing of the Farin a young man of fair face called to him, saying:

> *"Hail Maradyn, wisest of men, great are thy labors. We shall meet again on the day of thy wedding."*

And having spoken, the young man vanished into the trees on the southern bank. This vision puzzled Maradyn and his followers, both by its appearance and its words, for Maradyn had a wife of many years and it was not the custom of Maradyn's tribe to take a second bride. But when

Maradyn came home he found great grief among his people, for his wife had sickened and died.

A year passed and, as men who are widowed in the prime of life often do, Maradyn took another wife. And on the day of the wedding feast a stranger calling himself Dergar–Annis came to the hall of Maradyn and was admitted, for the Jarin were a courteous people. As the newcomer approached the high seat, Maradyn knew him for the young man from the Farin crossing. The youth spoke, and all who heard his voice marveled at its beauty:

"Well met, wise Maradyn, did I not say we should meet again this day? I have brought gifts befitting thy might.

And he placed before Maradyn a brooch of worked gold set with fine green stones, and a lucent crystal orb, cool to the touch.

"These gifts are but a token of thy due, great lord, and they will aid thee in thy desire. In return I ask no boon of thee save that thou returnest the honor I do thee this day, and attend at my wedding, one month hence, at the place men call Pesino."

With that, the youth bowed and left the hall. Folk were perplexed at this, but Maradyn was much pleased, until one troubled guest, the Elven harper Galeroth, spoke to Maradyn:

"That guest is not of Sindar nor mortal kind. The Elder Folk have dwelled on Hârn for lives of men beyond count, but we were not the first to come, and there are things which abide in dark and lonely places which do not love Elves or Dwarves or Men. Some are fell and treacherous, and can beguile the most wary. The wise do not give their trust easily to fair seeming, sweet spoken beings, nor to presents given with words of mystery. Take heed, Maradyn, for I fear peril in this courtesy."

Maradyn gave thought to Galeroth's words, and those of the youthful visitor, and his heart was filled by the hinted promise of achieving harmony between Men and Elves, and he answered Galeroth, saying:

"It would dishonor all Jarin were I to spurn this request. And surely there is safety at Pesino, where Sindar and Khuzdul meet in trade?"

To this Galeroth replied:

"Long ago was Pesino built, in a time past men's imagining, afore the world changed. The Sindar have explored but part of it, for its mysteries are many and some are perilous. Perchance some eldritch remnant of the Lost Years dwells there still, wakeful after untold centuries of stony sleep. The wise do not enter Pesino with light heart. I say to you, Maradyn, before thy bride and kin, that an ill fate awaits thee in Pesino."

Despite the harper's warnings, Maradyn could not be stayed from returning the honor done him. He called to him his four sons, and bade them accompany him. And he took with him such gifts and finery as would honor the fair youth's wedding.

So it was that Maradyn and his sons came to Pesino late on an evening, and a stillness hung about the ancient ruins. And from a wall opened a door where none had been before, and Maradyn and his sons perceived that there was a passage that descended beneath the great tower.

They entered the passage and the door closed behind them. They passed through many strange chambers before coming at last to a great hall illuminated by a golden light. There sat the young visitor, and beside him was a woman of otherworldly beauty. Beneath them were others of similar charm; all were young and fair and they greeted the newcomers with song and laughter. Maradyn presented his gifts which the youth received with due honor and he seated Maradyn at his right hand and bade that food and drink be brought.

"Let no guest want for ought at the wedding feast of Dergar–Annis. Eat now, wise Maradyn, and be glad with me this day."

And Maradyn and his sons feasted for three days and nights with Dergar–Annis, and many sights of wonder did they see.

On the evening of the third day Dergar–Annis said to Maradyn:

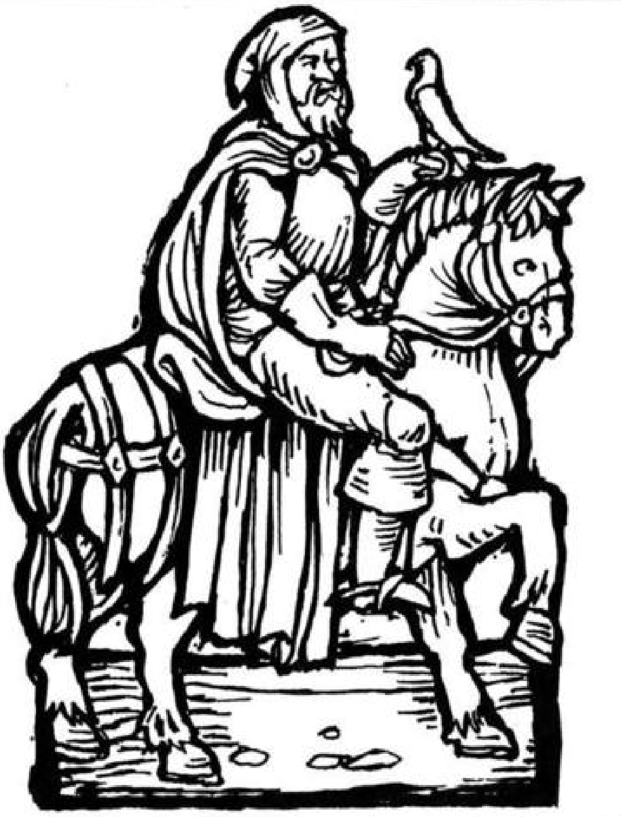
"Is this not the finest of halls? Stay among my people, Maradyn, and return not to lands of mortal anguish. Your wisdom is mighty, and would serve better here."

Maradyn's pride swelled with these words and he would have readily agreed, had not Amair, his youngest son, whispered in his ear:

"Remember the words of Galeroth, my father, and the peril of which he spoke. Let us quit this hall and return to our people."

It seemed then that Dergar–Annis would have sweetened his words if he could, and he glared at Amair.

"What know thee of peril, stripling? Folk bring their own peril here, and if they seek danger, then shall they find it. But go or stay as thou wilt, wise Maradyn, none here will hinder thee."



And he gifted Maradyn with a cloak of deepest blue that equaled the finest weaving of the Sindar. When Maradyn reluctantly made clear his intention to leave, Dergar–Annis, gave to him a hawk, and said:

> *"When thou leavest, allow this small conceit of mine. Do not dismount or let your feet touch ground until this hawk flies from thy wrist."*

Maradyn and his sons were led through the myriad chambers into the night air. They rode long into the night and the following day, and Maradyn waited for the hawk to rise into the sky, but never did it move. Soon they noticed that the land seemed strange and unfamiliar. At length they came to the hills that bounded their home, but nothing could they see save the burial mounds of many chieftains. And at this they grew afraid and deemed themselves lost and rode down onto the plain. There they met a single horseman, of appearance strange to them, and when they approached Maradyn spoke, asking news of his home and of his queen. The horseman looked amazed and answered:

> *"Thou speakest a name out of ancient legend, for she thou namest was a ruler of the people that are gone. We, the Chelni, are the masters here, and in this land have we dwelled for the lives of twenty chieftains."*

At this Amair gave a great cry and leapt from his horse. But as his foot touched the ground it turned to dust, and his body and clothes and horse crumbled as though they had never been. And Maradyn gazed upon the unmoving hawk and understood that his own pride had betrayed him, and that centuries had passed during the three days of feasting in the hall beneath Pesino.

Maradyn and his three sons still ride the misty forests of Hârn, waiting for the hawk to fly. Sightings of them describe three young warriors, dressed in archaic fashion, mounted on bay horses, and led by a stern man of middle years, mounted on a dappled gray horse, wearing a blue cloak, and bearing an unhooded hawk on his wrist. What became of the gifts brought to Maradyn by Dergar-Annis, and what became of their giver, is unknown.

MERREN OF THE VALLEY

Merren was a bandit who lived in the Ulmerien Valley of Chybisa between 669 and 683. He led an audacious band of brigands against caravans, wayfarers, and, occasionally, an isolated manor. No one knows where he came from. He was renowned for his "gentility", yet infamous for his barbarity. On one occasion he nailed a captive to a tree and flogged him to elicit information — there are other, less attractive stories. In 676, Merren was convicted *in absentia*, but in the turmoil of the Treasure War, was not captured until 683.

Two days after raiding an inn on the outskirts of Onden, taking among other treasures, several kegs of fine brandy, Merren was captured with several of his men in Burzyn and promptly hanged from Torastra's bridge. Having consumed considerable quantities of the purloined brandy, he was drunk when taken. Always something of a wit, as they placed the rope around his neck, he thanked his captors for sparing him a horrendous hangover.

While he was well enough known during his lifetime, Merren's fame grew dramatically after his execution. During his fourteen year career he acquired a vast hoard of spoils, most of which have never been recovered. Like other brigands who are justifiably concerned about the honesty of their men, Merren hid his wealth in secret caches all over the valley. Only he knew the location of *all* his treasure. Because of his hasty execution, some very valuable knowledge died with him.

Tales of fabulous hoards abound. Merren's band used the ruined manors in southwestern Chybisa as bases. Most folk believe that most, if not all of his treasures lie hidden in that district. In Chybisa, it is said of folk who come suddenly into money that they have found Merren's hoard.

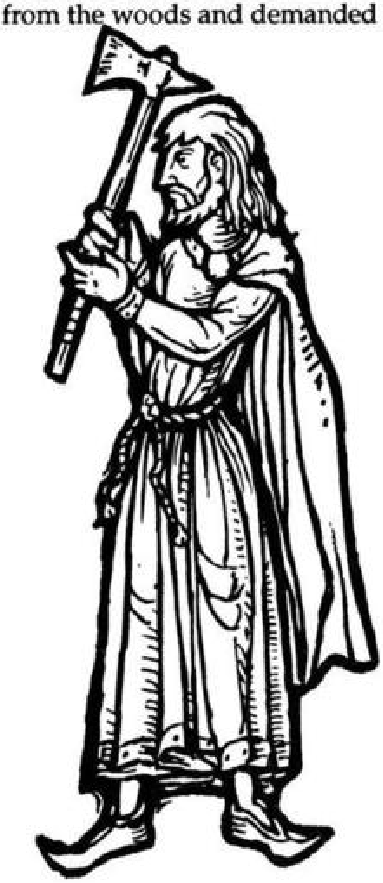
It is widely believed that Merren had a hand in stealing the Sword of Calsten, the artifact whose theft triggered the Treasure War between Kaldor and Chybisa. King Torastra gave this tale enough credence to send at least four expeditions in fruitless search of Merren's hoards.

Merren's ghost has been seen on numerous occasions. He appears as a rider clad in gray, on a dappled horse. Sometimes he has his cloak thrown open and a hangman's noose around his neck. The ghost is said to guard Merren's treasure sites by luring travelers into bogs before riding off amid peals of drunken laughter. Hence, one who sees the ghost of Merren is known to be near one of his hoards.

NORON'S WAY

Noron is a giant who lives somewhere near the source of the Kald River, along with his eleven sons, also giants. The trail leading north from Gardiren in Kaldor to Lorkin in Orbaal has come to be called Noron's Way. Several travelers on this road have told of encounters with Noron.

We had journeyed north with four wagons but seven days, when we came unto a shallow ford on a fast running river. Two of our wagons had crossed when a fair-haired giant at least nine feet tall, appeared from the woods and demanded toll.



That seemed fair enough, for we could plainly see the ford was our only crossing, and his axe seemed mighty big. 'How much toll?', we asked, expecting a penny or two per wagon. The giant replied two wagons, and all they contained.

At first we thought the giant be jokin' but he repeated his demand with loud voice. None o' my six guards, well-armed as they were, thought it wise to match his challenge.

Now a toll of two wagons, filled as they were with bales of fine cloth, and good metal tools, was a robber's toll. There would be little profit in this journey with such a loss. So, I resolved to argue the point, which did me but little good, for ten more giants, also armed, advanced on us front and rear.

Terrifying it was. We feared for our very lives, and would have, if demanded, have readily agreed to a four wagon toll. But to my utter amazement, the giants did not ask it, and let us proceed, two wagons short.

They followed us a ways, until we came to a small village, where stood a stout keep. There they left us, and we deemed it wise to tarry not, afore they changed their minds about the other wagons. N'er, though promised ten kisses o' the bosoms of Halea, will I use that giant's road again.

PLACE OF BONES

A fabled Earthmaster site, located deep in the foreboding mashes of Ternu Heath. The elder folk seem to like Tesien even less than other sites. It has claimed many lives and is called the Place of Bones. One of the most enduring legends of Tesien is that of the Lost Prince, Elos of Mestil.

Elos was the only son of Calin, second king of Aleathia. He was a headstrong, arrogant youth, and demanded that his father crown him joint king. Calin answered that when Elos could demonstrate patience he would be appropriately rewarded.

Stung by this rebuke, Elos swore he would place the "Scepter of the Ancients" in his father's hand, and prepared an expedition to Tesien. Calin, who was fond of his only son, tried to dissuade him from this folly. Elos' prescient wife, Selest, also warned him, saying "journey not to the Place of Bones, for there dwells the Bane of Elos." When Elos scorned her warning, she said, "Go then to a fool's death, and shall the raven bring me word of thy passage".

Elos left Aleath in the "high summer of his strength" accompanied by five trusted retainers. He was never seen again. Four months after his departure, a raven flew "upon the shoulder of fair

Selest" as she walked her gardens. Selest immediately mounted an expedition to search for her husband. They met a few lonely shepherds and huntsmen, but none had seen Elos or his companions. Finally, after many days of travel, they encountered Tomys of Elyat, a hermit who claimed to have news of Elos. He had seen six "hollow skins of men" ride north some time before. When pressed for more information he replied:

> *Rats feet in a dry cellar, crowskin, crossed staves in a field; these have I seen. In an empty valley of dying stars the wind sings prayers to broken columns; stone images raised to receive the supplication of a dead man's hand. In this last of meeting places, the broken jaw of lost kingdoms, empty men grope together and avoid speech. They are hollow men, shade without color, shape without form, doomed unto world's ending. Between the motion and the act falls the shadow.*

Tomys' words chilled the travelers and many were reluctant to proceed further, but Selest's insistence that she would go on alone "if the knights of Aleath had no stomach", shamed them.

Near Tesien they discovered a camp that had been made by Elos. From there, they could see the "Glimmering Stones". The travelers spent a night in the camp, and their sleep was disturbed by "visions of dread, fell specters of mortality". In the morning Selest bade them return without her, saying: "I will seek mine husband in these realms of forgotten shadow, and bring him comfort on the Paths of Haunting." She was last seen entering the Glimmering Stones.

PLAIN OF TOWERS

The capital of ***Lothrim the Foulspawner*** *was Elkall–Anuz, built, it is said, atop an Earthmaster site. It is rumored to contain all matter of wondrous things, including a "Gazer's Well", and foreboding places, such as the "Avenue of the Dead".*

By golden blade and silver flow
Of Farin's stream there stands
Above Heras, the ancient blight
Upon the mortal lands.
And deep there broods that dour work,
That door betwixt the fold
Unwary's doom, and folly's bane
To steal away the soul.

By its tone, this verse might also be elven. The elves do not like Earthmaster sites, feeling "great discomfort" in their vicinity. The poem indicates Elkall–Anuz is located on the banks of the Farin river, above Lake Heras. To get there,

Dodge an' parry the foul arrows o' Kath,
Forest folk o' menace and wrath.
Journey then through a valley full wide,
Where horsepeople roam, an' brave men hide.
Thy back to Nolar, ride and cower,
'Till hills part on a Plain o' Towers.

Good Luck!

PRINCE BRANT'S LEGEND

Kalabin of Kaldor added Nurelia to his kingdom in 235. The fourteen year old uncrowned king of Nurelia, Brant, was interned in Caer Olokand "for his own safety", but mysteriously vanished in 237. Most assume the young prince was murdered although the lad's body was never found. Coincidentally, and of considerably more interest to some, is the whereabouts of the ***Nurelian Crown Jewels*** *which went missing at the same time. Among the treasures that disappeared were the jewel–encrusted, royal gold crown; an allegedly enchanted mace called* ***Thunderer*** *able to crush anything it struck; and the* ***Tome of Ethelyen,*** *a book that belonged to a mage–ambassador of Lothrim, cast into Ona–Setrum after the foulspawner's tyranny collapsed.*

Sir Jesel of Gewen was a man of unspeakable malice and a traitor to Nurelia, for he betrayed his own people to Kalabin of Kaldor. For this "good service", Jesel won the favor of Kalabin who made him Constable of Olokand and charged him with the keeping of Prince Brant and the Nurelian Crown Jewels.

One night, foul Jesel drugged two of his loyal retainers guarding the prince, crept into the prince's chamber, slit the boy's throat as he slept, and cast the body into Ona–Setrum, the bottomless pit near Olokand. He then spirited off the crown jewels and buried them nearby, and let it be known the prince had escaped and taken the jewels with him. Jesel executed the two unfortunate guards he had drugged, accusing them of drunkenness and allowing the prince to escape. Jesel planned to recover the loot later, but was slain at the Battle of Olokand (238 TR) and his secret died with him.

A few hold that the loot was sold and spirited off to Melderyn, but this tale is not beloved by hopeful treasure–hunters, of which there have been many. Olokand folk say the treasure lies buried on a hill west of the town, protected by the ghost of young Brant, which will balk anyone seeking the jewels for greed's sake. But it is also said that

Brant's unshriven spirit will reveal the treasure to one who finds his bones and gives them burial next to his father in the crypt of Caer Olokand.

Many have seen Brant's shade. Most say it comes 'neath Yaelmor each month; a few have seen it other times. Some tell how he walks the battlements of Caer Olokand, others say he rides back and forth across Elendsa Bridge astride his ghostly steed. Some believe he may appear anywhere within sight of the settlement, but the most frequent sightings are on the path to Ona–Setrum. The moaning at the pit is often attributed to the boy's ghost, crying out for surcease.

SAURACH'S RING

Centuries ago, when the Corani Empire ruled western Hârn, Sylud the Scholar was Emperor, a wise man who tolerated all views and religions. However, it also was a time when troubled wise men gazed towards the skies.

A year after Sylud was proclaimed Emperor, they began: stars flamed and fell upon Hârn. Most of "Agrik's Stones" burned into nothingness, but a few survived and struck the world. Signs such as this have always warned of chaos and doom, of evil and treachery. And so it came to pass that Sylud's brother, Saurach, did slay the emperor and ascend the throne.

The new emperor was a fanatical worshipper of the fire god Agrik, and used his imperial throne as a means to spread the influence of his evil church. He forgave the temples of Agrik their taxes, diverted monies to them that had been collected to feed the poor, and zealously persecuted those who did not worship as he did. Saurach founded the Pamesani games, dedicated to *Pameshlu*, the drinker of blood, and servant of Agrik.

On each fourteenth day of Peonu, the moon glows red. The worshippers of Agrik call this the *Night of the Blood Moon,* and on these evenings they sacrifice many to appease Pameshlu. On the Night of the Blood Moon, in the year 490, the Agrikan Primate of Hârn presented Saurach with a holy ring, in admiration of his services to Agrik. This ring, the Primate said,

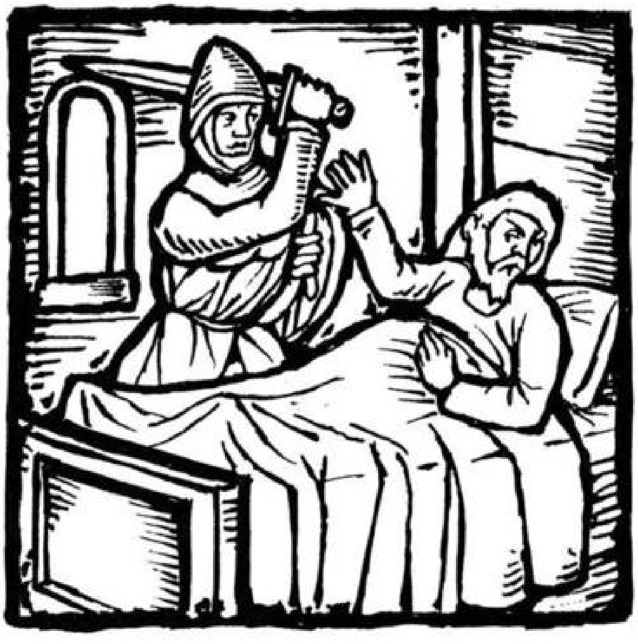
> *"...was crafted on a deep forge, from a piece of Yael's bosom, cast down by Agrik to portend thy great reign. That holy stone fell upon one of our temples, and it was kept safe for six years, and our priests then labored one full year to bring you this token of Agrik's respect. Guard it well, great Saurach, for this Ring, 'though delicate, is wise in the ways of our master".*

The Ring's band was yellow, and bore a red ruby of great size. The insignia of Saurach was inscribed inside the band. Although none can be certain, the Ring's powers were said to be many and great. It protected Saurach from earthquakes, lightning, thunder, and hail; kept him dry and warm in all weathers; allowed him to make his hands glow red hot on command, causing great pain and injury to those whom he touched; stemmed the flow of blood from all wounds; permitted him to see by night as clearly as by day; and, gave him the power to see from afar, anything that happened near a fire, even a fire as small as a torch.

But a ring as powerful as this is of little help if unworn. Saurach, unwilling to risk harm to his prized possession, always removed the Ring when he retired for the night.

On the next Night of the Blood Moon, one year after the Ring was given him, and shortly after he signed the Unification Writ, which forbade the worship of any deity save Agrik, Saurach retired to his bedchambers. During the night, a mighty, female warrior, dressed in crimson robes and bearing a mighty sword, attacked his palace without warning. She slew Saurach's fifteen guards, breached the stout oak doors to his bedchamber, and severed the Emperor in twain as he frantically tried to place the Ring upon his finger, then she vanished.

Neither the unknown warrior, nor the Ring of Saurach, were ever found. Even under the vilest torture, none could put a name to the assassin, but often has it been whispered that she was Larani herself. And if that is so, surely the Ring will never be seen again.



SHEPHERD OF WRIGHTMOOR

On the west coast of Melderyn stands Gelimo, several concentric rings of standing stones which are remnants of the Henge Culture. Nearby are extensive Jarin burial grounds, popularly called Wightmoor. The following is one of many versions of a tale often told in Melderyni taverns, and commonly used as a warning against the barrows of Wightmoor.

And so it was that the Jarin began to bury their honored gelfeins (clan chiefs) upon the moor. Silver urns of honey mead, collars of wrought gold, fine silver and amber brooches, and weapons of great potence; all this was buried with the least of warriors, and more besides with great chiefs. Many were laid there, and to protect them a powerful curse was cast upon the land. The spirit of those wakened shall not rest until the soul of the evildoer rests with theirs.

The moor, and those buried beneath it, went undisturbed for many years, but rumor of untold riches lying beneath the ground spread and filled the souls of greedy men. And so it happened that twenty such provisioned for themselves a boat to carry them to the hills of the kings.

They came upon the land after much travel and secured the boat under the cliffs of the great stone henge. Undaunted by the curse the men violated the sepulchers of the great lords.

It happened that a lone shepherd grazed his flock upon the moor, and the marauders fell upon the youth. They forced him to wait upon them and carry their burdens up the cliffs from the beach below.

For twenty days and nights did they labor him so, but, no matter how they beat him, never could they make him enter the barrows. The men feasted on the meat of the shepherd's flock and forced him to dress them in their stolen treasures.

On the twentieth night a great storm arose and increased in fury. Alarm spread through the encampment when lightning struck the mast of their boat, illuminating twenty pale riders on the clifftop above. The men hastened to their weapons, but not one of them could find the strength to hold the lightest of daggers.

One by one the horsemen swooped down on their ghastly steeds, each to carry away a screaming violator of the barrows. The shepherd cowered and hid his face, but was not harmed. By morning the storm had passed and the boat, loaded with treasures, had sunk by its moorings in the bay.

An old herder, with a large flock, found the boy and fed him. The shepherd recounted his story. When he had finished the old man handed the young shepherd his staff, and told him that his suffering was not fruitless. The flock was his for honoring a sacred oath; a gift from twenty lords now sleeping. The old man walked away from the astonished youth to disappear in the morning mist.

SONG OF ELTHIRION

Anisha lies somewhere in the high Felsha Mountains, said to be an Earthmaster site of grand design and magnificent construction. Anisha was first discovered by the Sindarin, who avoided it as much as they could. The *Song of Elthirion*, which tells of an elf's experience with Anisha, is one of a few dozen Sindarin poems to pass into human tradition and is known throughout Hârn.

The Song of Elthirion

Elthirion, O wretched youth,
Thou, touched by tragic pain,
All joy in Hârn were lost to you,
Thy roots to seek again.
Thy lover slain, the fair Rynel
Lost, on your nuptial eve,
And vengeance hollow proved, anon
The more to make thee grieve

Wide lands thou roamed. Thou slew the beast
That rent thy snowy maid.
And more thou slew of beast's foul kind
And all that spawn unmade.
But frost hath settled on thy soul
Thy elven light be quelled;
Thy grieving cythth might soothe thee not
When vengeance seems compelled.

Thou weapons made, and more had wrought.
Thy kin thou left to walk
Where none could touch thy heart again
But fish and hind and hawk.
Thou mad'st thy fated, dour way
To Hârn's most secret heart,
Where, in those stark and aged peaks,
Anisha lay, apart.

By power of word, thou entrance made
And sought what thou might see
Enchanted arms thou laid aside
And none thou took with thee.
Then songs thou made of love's requite
And sang a mighty spell,
To cast thy soul through gate to seek
Thy other-worldly Hell.

SPEAR OF SHATTERED SORROW

The tale of the Spear is preserved by Laranian priests and well known wherever Larani is worshipped.

Hundreds of years ago, the Church of Larani first sent their word–bearers to Hârn. At that time there was a gentleman named Fardir of Tenil, a pious priest, and a knight of great prowess. He had won his furs and joined his church in Shorkyne, where he soon rose to rank second only to the master of his order. Because of his great skill, he was sent to a new Laranian temple in Gythrun, to lead the missionary work on Hârn.

Wherever Laranians go, Agrikans seem destined to follow and, a few years after Fardir arrived, followers of the *Warlord of Balgashang* began to spread their faith on Hârn. Fardir had foreseen this in a vision from the blessed goddess, and was prepared for the Agrikans' arrival.

Fardir had long been blessed with a spear named *Protector*, engraved with holy runes on its silver head and shaft. Protector had powers to heal, and powers to slay. After the Agrikans came, Fardir had many occasions to use Protector, each time more skillfully than before. The Agrikans came to know and fear Fardir's mighty spear and often tried to ambush him when they thought the spear might not be with him. But Fardir, too wise for this ploy, never let his holy gift out of his sight.

Fardir came to love Protector, and as this love grew, so grew his love of battle. As each clash of arms drew nigh, Fardir would lift high the Spear before his warriors, and they would voice a mighty roar, and be filled with vigor and strength. Fardir came to live for such times as this.

As the years went by, the Agrikans slew many of those Fardir loved, and the mercy in his soul diminished until he came to practice the same ruthless brutality for which he despised the Agrikans. At his final battle, he declared:

> *Greetings, O worshippers of Agrik. This valley you pollute with your filth and dishonor can be cleansed only with blood. Surrender, for I alone am blessed of Larani, wielder of holy Protector. I have seen your plans even as you laid them, and countered your moves yea e'en before you made them. With this spear, am I invincible. Each now gaze upon thy doom, for I am thy utter ruin. Surrender that thou may be granted a swift and merciful death.*

Now, the Agrikans were corrupt and evil, but not faint of heart. Their faith in their fire god was as great as Fardir's in Larani. Thus, they joined battle, certain that Agrik would save them if they were worthy. But the *Warlord of Balgashang* did not intervene and all but one of the Agrikan knights were slain. This Agrikan fought his way through the line, to fight with Fardir himself. As his sword and Protector fought, sparks and flashes of light issued, for both were weapons of power. And when the evil knight struck with all his might, Protector was split in two.

Fardir and his army cried out in horror, and thunder split the skies. Although mighty Protector had been split asunder, Fardir was sufficiently skilled to use the spearhead of Protector to slay this last Agrikan knight. But as he drove Protector's razor point deep into his enemy's throat, Fardir was overcome by horror; for, as he gazed upon his foe, he saw his own face.

Thus did Fardir learn of the warrior's ultimate seduction: that it profits a man nothing to defeat an enemy if he become that enemy. Even though Fardir had won every battle, victory had eluded him. Fardir stood up, looked upon the battlefield, and wept, but not with the tears of callow youth. No, these were the tears of a man who realized that his blindness had caused great suffering, much of which could have been prevented. Now, with the scales fallen from his eyes, he understood why Agrik had never intervened against him. For no God acts against those who are doing his work.

Fardir ceased his weeping, and used his spear to heal what knights he could. Then he opened his heart to his companions, saying that he had sinned, and that he must leave them. They protested, but Fardir clearly saw his path and the great warrior gave unto them the shaft of Protector, retaining only its silver spearhead, and walked away in silence,

Neither Fardir nor the spearhead were seen again. Some believe that Fardir went alone into the wilderness to dwell among the horse people. Another legend recounts,

> *"...and so did brave Fardir wander, 'till he came to rest in a cave in the high wilderness of fair Anadel, and there did he hide Protector's silver head with traps that only men of virtue may surmount, and there did he weep for forty years, 'till his melancholy soul departed".*

A variation of this tale claims that Fardir's spirit still watches over the spearhead, chanting softly to ward off his melancholy. Some say they have heard the chanting in the dead of night when their faith was faltering.

As for the shaft of Protector, Fardir's knights took the gift with them as a token of the tale and gave it up to their parent clerical order, who adopted the name "Spear of Shattered Sorrow". Thus it became one of the great relics of Laranianism. Perhaps the priests and masters keep it still, but they do not admit it. Relics purportedly from the Spear abound throughout Hârn, which by rough count suggest the shaft exceeded two hundred feet in length!

Even if the Order still holds Protector's shaft, it has not the power of war without its enchanted spearhead – although it may yet heal the pure of heart.

TOKEN OF KASEROAS

This tale is well-known in the west and among gentlefolk throughout Hârn and northwest Lythia. Agrikan versions of the story show Kaseroas as a worthy but foolish foe, and stress how guile may overcome a strong enemy.

In the days of the Interregnum, when all was chaos, and bands of men roamed the land, taking what they would from whom they could, there was a warrior named Kaseroas.

O, brave men all come hear the tale, o' Kaseroas
No knight more brave or sword for sale, than Kaseroas
Man gnash thy teeth and woman wail, for Kaseroas
For 'though they fell, they n'er did fail, O Kaseroas
What man would claim or woman say, that Kaseroas
Bestained his honor on that day? O Kaseroas
What price shall treason ever pay, to Kaseroas
For men of honor seek the way, of Kaseroas.

Kandian Marching Song

Kaseroas was an honorable man and he gathered about him men of honor, soldiers true, great warriors all, and he offered his band for hire. Thus did they become mercenaries, but they were not the normal sort of mercenary, for Kaseroas was a man of honor, a good man, and would serve only honorable men and good causes. More than once they served the house of Kand, and once did service unto Genin the great mage, and they ever fought against evil.

When Kaseroas accepted a task, he gave unto his master a token. An amulet it was, like unto a sunburst with swords projecting therefrom, and made of amber. And when Kaseroas lent someone his amulet, they knew it for a token of his honor, a pledge that Kaseroas and his men would serve faithfully unto death if need be.

Many times the band of Kaseroas fought and did much harm unto the forces of evil, and even traveled beyond Tharda to fight darkness, for well Kaseroas knew that evil may be found everywhere.

One day, a fair and gentle-seeming knight came unto Kaseroas and asked of him his bond. The knight told that his daughter Lereyn had been captured by the Order of the Companions of Roving Doom, whose wont, then as now, was to breed much evil in the land. The maiden had been taken to a manorhouse and there had suffered an evil fate. Now, because of her terrible experiences, she was ailing and near unto death and must be rescued before the dark ministrations of the Companions should end her life. Kaseroas was moved by the tale and gave unto the knight his amulet and an honorable bargain was made.

Thus did Kaseroas and his men hasten to the manor and, after fierce fighting, rescue the woman Lereyn, and they return'd her to the knight. But the knight laughed at the mercenaries:

> *You have done the work I could not do. Now, have the honor of meeting Lereyn, priestess of the Immortal Warlord of Balgashang. Yon flaming manorhouse is an outpost of the house of Kand who had captured Lereyn and held her for trial, and the men that you have slain were knights of the house of Kand. The word that binds is like a chain about the heart and given only by fools. And your band of fools has been a nuisance to my masters for many years. Farewell, brave, foolish Kaseroas!*

With that, he cast the amulet to the ground and rode off with the priestess. Kaseroas was about to give chase when over a nearby hill came five score warriors of the Companions of Roving Doom and they rode down upon Kaseroas and his brave men. And 'though for each of Kaseroas' band there were five of the enemy, no quarter was offered, nor asked. They fought for three days and three nights, and when at last Kaseroas and his men had fallen all, there were four score of the Companions dead about them.

Only one of Kaseroas' band escaped, a lad of twelve who hid beneath a comrade's body and, because of his wounds, was left for dead. He was found by farmers' wives come to loot and was removed to Aleath where he killed himself for the shame of not dying with his fellows, but not before he told his tale.

It is said that the Token of Kaseroas was found upon that bloody ground, stained red instead of amber, then lost, and found, and lost and found many times more. And it is said of the Token that when invoked by an a good and honorable man, in a good and worthy cause, that Kaseroas and his warriors shall again come forth in aid, and do battle with sword and spear.

UVIEN OF BARSOTHE FALLS

Deep in the forests of Nuthela, on the Kald river, lie Barsothe Falls. They have an evil reputation. There have been many traveler's tales dealing with the falls, and this extract is one.

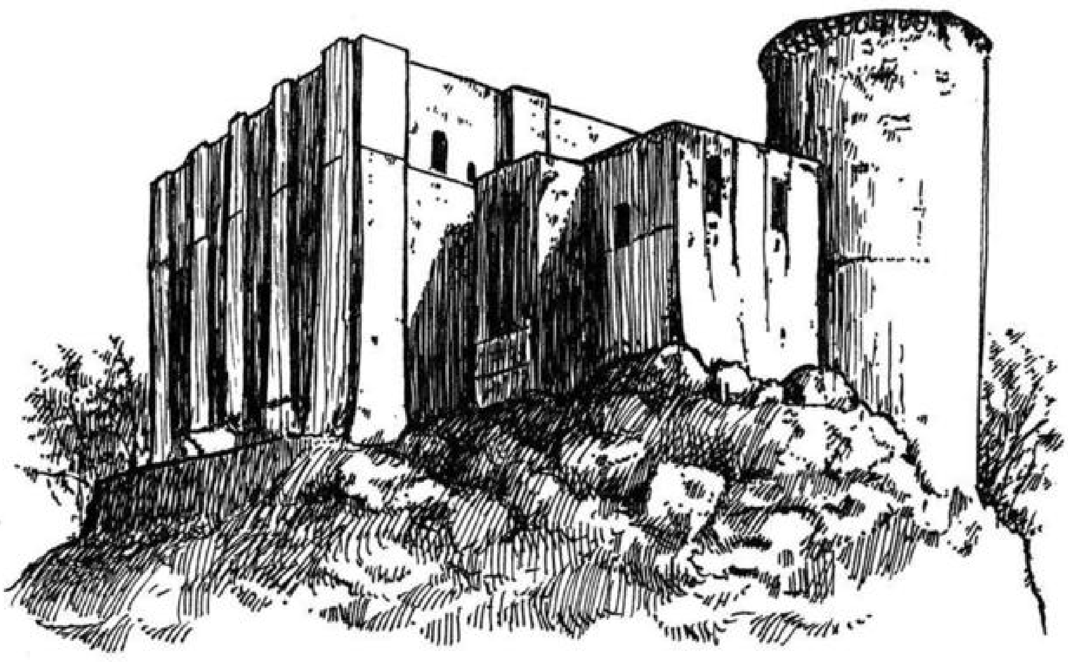
> *High up on the Kald, we came upon a fair cataract, falling thrice, the last a drop of o'er twenty feet into a large, sweet pool. And there did we rest and bathe, tho' the pool was deep. And we did find such contentment there that we made camp and stayed the night.*
>
> *Two hours afore dawn, the camp awakened to a deathly scream. We rushed to the cry, the tent of Guldhar, and there found the signs of a terrible struggle, and much blood. Of the man there was no sight, 'cept dank footprints leading from the Guldhar's tent to the pool.*
>
> *We awaited the light and searched above and below the falls, and into the embracin' woods, and more besides. But poor Guldhar had vanished, and we did mourn. Returning to our camp, we found it ill-abused, and young Mordaen, left behind as guard, also missing. The pool had a blood-red tinge, and its waters seemed alive with ungodly currents. Twas enough for me, and for the others, and we hurried from that accursed place as fast as man afoot can go.*
>
> *Those fair falls, I now know, are said to be home to a foul creature called Uvien, and this I do now believe.*

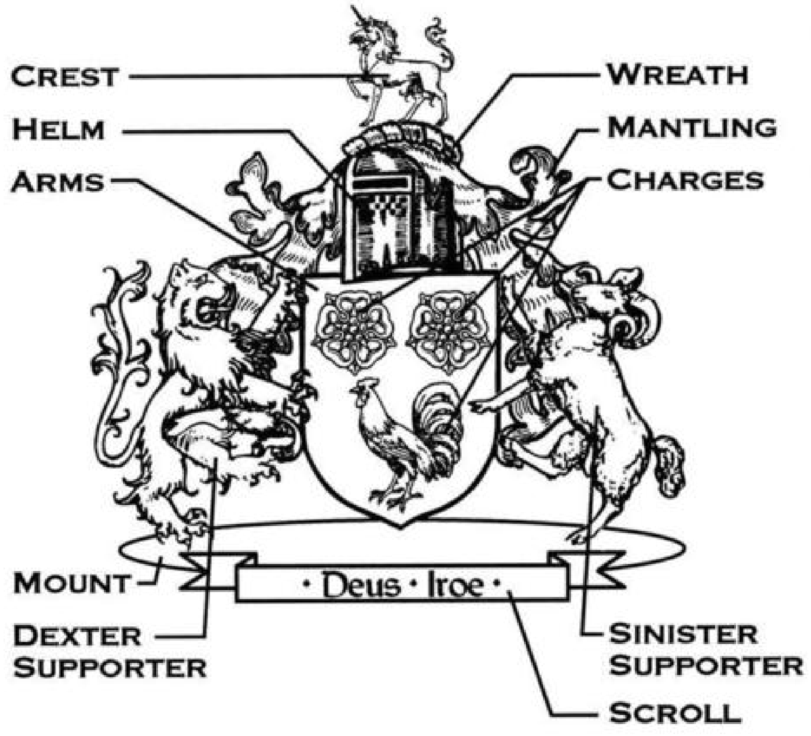
The Taelda tribesmen who inhabit the region, certainly believe in the denizen of the falls. Uvien is a Taeldan name, loosely translated as "water spirit". They regard Uvien as a malignant spirit, one that has caused them great trouble in the past. They make regular attempts to appease the mysterious entity, by casting offerings over the falls, sometimes live offerings, most often captives.

HÂRNIC DICTIONARY

This dictionary is the players' version of HârnDex. It contains over twelve hundred annotated entries on geography, history, religion, politics, weapons and armour, feudalism, heraldry, economics, folklore, and creatureology.

Throughout the dictionary, a word in SMALL CAPS indicates that there is an entry for that name providing additional information.





THE PARTS OF AN ACHIEVEMENT

A

ACHIEVEMENT Heraldic arms including escutcheon (shield), mantling, mount, helm, supporters, wreath, scroll, and crest. Called a *coat of arms* only if on a coat. See: HERALDS.

ACORN KING OF ARMS The chief herald of KALDOR resident at the Enclave of the Holy Oak in Tashal.

ADAENUM Tribal nation of the Island of Anfla.

AERLATHOS Four prophets of Peoni, one each from the North, South, East and West, whose pilgrimage and meeting in Perna c.600 BT founded the Church of Peoni.

AFAREZIRS Islands off the stormy north coast of Hârn, said to contain thousands of shipwrecks, the ruins of many lost colonies, and all manner of strange creatures.

AGE OF MEN The present era of Hârnic history which began with the arrival of the first humans, the Jarin, about 2,000 years ago.

AGE OF THE SINDARIN Three millennia from 10,000 BT to 7,000 BT following the LOST YEARS and before the CODOMINIUM, in which only the Sindarin and their god Siem dwelt on Hârn.

AGLIR OF TELEN The 6th and last (668-674) Autarch of the Thardic League.

AGRAZHAR 6th month of Tuzyn Reckoning, the last month of summer.

AGRIK Lord of the Four Horsemen, *Master of the V'hir, Immortal Warlord of Balgashang, Breeder of Plague, Squalor and Decay, Tyrant of the Foul Chamber, He who knows the Ten Thousand Ways.*

Agrik, the God diametrically opposed to Larani, is the principal deity of warriors who enjoy raping, pillage, cruelty and destruction, the dark side of war.

Agrik dwells in his flame-shrouded fortress BALGASHANG among his attendant bat-winged, cloven-hooved, demonic servants, the V'HIR. Within the castle is AK-SYT, the dreaded chamber of tortures, where Agrik's demons practice the ten thousand ways (of inflicting pain) on the, unlamented dead.

Agrik appears as a great V'hir with two claws missing from his left hand, bearing GASHANG, his flaming mace, and SYCANUS his ichor-dripping sickle.

The worship of Agrik is concentrated in Rethem and the Thardic Republic; there are major temples in Coranan, Golotha, and Shiran. In Chybisa, Kaldor, Kanday and Melderyn, Agrikanism is a proscribed faith carrying the penalty of death by burning. The ritual garb of Agrikan clergy is orange and black.

Despite few dogmatic differences, there are seven squabbling clerical sects, each with its own fighting-order:

Clerical Order	Fighting Order
Eight Demons	Cohorts of Gashang
Fuming Gate	Copper Hook
Herpa the Mace	Red Shadows of Herpa
Kukshin	Crimson Dancer
Octagonal Pit	Demon Pameshlu the Insatiable
Pillar of Fire	Roving Doom
Mamaka	the MasterWarriors of Mamaka.

AHNU: The Fire-Dragon. Fourth constellation (Nolus 4th—Larane 4th) of the Kethiran zodiac, located in the Northern sky.

The dragon symbolizes the cleansing destruction of fire. What the smith brings forth, Ahnu destroys. This is not necessarily wanton destruction; Ahnu cleans and prepares the world for renewal, an ordeal that purifies, that destroys the unworthy and the superfluous and makes room for the new.

Those born under Ahnu are perfectionists; this is both a strength and a weakness. They dislike and cannot find room for fault. Ahnuans tend to be intolerant and impatient; they have quick and violent tempers. They are slow to praise, quick to criticize. They are not fond of the conservative or the old and solid; they tend towards experiment and progress. Often they are radical revolutionaries prone to purge rather than correct.

AID A tax levied by a feudal lord on his tenants. In the case of a Royal Aid, the sovereign demands payment from his tenants-in-chief, who in turn demand it from their tenants, and so on down the line until the peasants end up paying for everything. Aids are traditionally levied when the lord wishes to knight his eldest son, marry his eldest daughter (for the first time) or ransom his person from enemies. Special aids, such as to finance a war or build a castle, may also be levied, although this practice is (except in Rethem) normally the sole preserve of kings. See also HERIOT, & MERCHET.

AIDRIK The name of 5 kings of Kaldor.

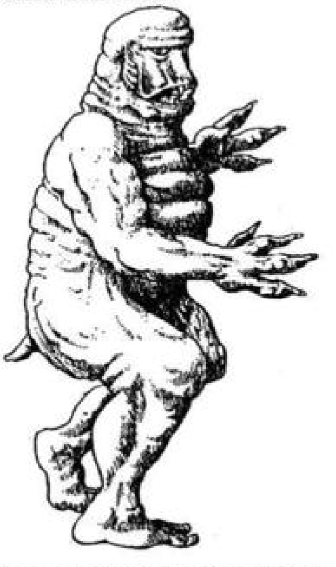
AIK The Swan. A non-zodiacal constellation of the Southern sky.

AILETTES Shoulder-armour made of plate or KURBUL, often secured by leather thongs and decorated with heraldic devices. Fairly rare on Hârn.

AIRMASTERS According to legend, an alliance of monsters that came...*from beyond the stars to wage war upon the Earthmasters... and as the Ancients stood for peace and beauty, so the invaders cared only for war and destruction*...The greatest appeal of the legend is that it explains the disappearance of the EARTHMASTERS.

AK-SYT Hell. The *Torture Chamber of the Gods*, located beneath BALGASHANG. Ak-Syt is where Agrik's unspeakable demons practice the *ten thousand ways* on the unlamented dead.

AKLASH A stupid, hulking, creature 8' tall and 400 lbs in weight, the Aklash's hairless body is covered by massive rolls of pale fat. Although possessed of great strength, an Aklash's main weapon is its poisonous breath. With its huge, fanged mouth, the Aklash is a voracious man-eater.



ALAMAREL The priestess of Peoni who performed the marriage ceremony of the AERLATHOS and may have become the first pontiff.

ALAMIRATA A ritual of the Laranian church which only priests attend. Held every five days.

ALAMIRE The castle of AMBRATHAS.

ALANAL A hallucinogenic plant found primarily in heathland.

ALARIENEL The fabled "lost city" of the Hârnic elves, the seat of King DAELDA during the golden years. For more information, see *Alarienel* in **CK**.

ALASH founder and 1st king of ALEATHIA.

ALBARRA A legendary warrior of Jarin folklore. For his tale, see *Hound of Barra* in **CK**.

ALDERMAN A custodian and expounder of civic law, and member of a town court. The office is not heritable, but children often succeed their parents, since this is how customary law is passed from one generation to the next. Most towns have 12 aldermen, usually prominent guildsmen, often members of the Litigants' Guild.

ALEATH A seaport at the mouth of the River Eryn known for beautiful buildings and clean, well-patrolled streets. Aleathians have a reputation for being self-righteous, prudish snobs; they regard outsiders as morally bankrupt.

The city is a freetown, governed under royal charter by a Mayor, and aldermen. Military authority is shared by a royal constable and the Sheriff of Eryna.

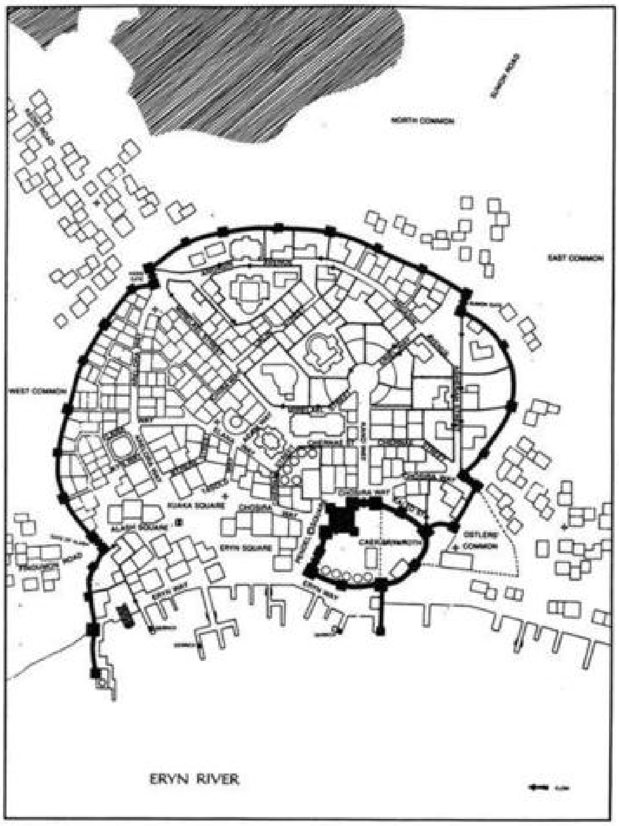
Aleath was founded in 356 by Alash, a chieftain of the Aleta and, for a century, was capital of the Kingdom of Aleathia. In 453, the Kingdom was incorporated into the CORANI EMPIRE. With the fall of Coranan to the armies of the BALSHAN JIHAD in 565, the 1st Aleath republic was established; it lasted until the city fell to the Balshans in 572. Some Aleathians fled by sea, undertaking the ALEATHIAN ODYSSEY, and many slew themselves, rather than witness the *Agony of Aleath*, the terrible bloodbath that followed the city's fall.

The city was part of the Theocracy of TEKHOS from 572 to 588, then after a period of turmoil. established a second republic in 612. With rumors of barbarian invasion in the north, the Aleathian senate voted its crown to the ascendant king of Kanday, Andasin I.

ALEATH REPUBLIC The city of Aleath has formed 2 republics. The 1st lasted seven years (565-572) after the fall of the CORANI EMPIRE. It ended with the fall of Aleath to the Theocracy of TEKHOS. The second republic was formed in 612 to restore order during the Interregnum; it was abolished in 633 when Aleath voted to join the Kingdom of Kanday.

ALEATHIA A kingdom founded in 356 by Alash, chieftain of the Aleta tribe. After a ninety-seven year existence, the kingdom was incorporated into the CORANI EMPIRE. The kingdom's monarchs were: Alash 356-371; Calin 371-393; Elana 393-409; Chernae 409-429; and Xuaka 429-453.

ALEATHIAN ODYSSEY The sea voyages of Aleathian refugees from the Theocracy of TEKHOS (572-573). A



motley fleet of 50 ships carried most of the children and 400 adults chosen by lot. They set out with the aim of founding a "new Aleath". The expedition was organized by clan Melesen. The Odyssey encountered horrific weather and, legends say, terrible sea-monsters. The fleet was scattered by storms in the Gulf of Ederwyn and many ships were lost. Some strays founded small colonies here and there. Eventually, the great mage GENIN led the survivors through the Indatha Straits to found THAY.

ALEGAR The name of two kings of Orbaal. Alagar II is currently on the Orbaalese throne.

ALETA A tribe in SW Hârn, led by Alash, which founded Aleath in 356.

ALIENAGE The "foreigners' quarter" of CHERAFIR. Separated from the rest of the town by a fortified wall, most of Cherafir's foreign trade occurs within the Alienage. It is an unruly place, with a thriving black market.

ALORIN An elven weaponcrafter of the Codominium, who was the best friend of Raldir Farizhald a Khuzan weaponcrafter of similarly great renown. The unwavering friendship between Alorin and Raldir is the subject of *Lament for the Passage* in **CK**.

ALTHAR The chief servants of Save-K'nor. The nine judges of the High Archive.

ALTHEA The Truthsayer. One of the ALTHAR, a servant of Save-K'nor. Other than the God himself, Althea is the only entity able to carry UHLA. By the unseen light of Uhla, all secrets are revealed.

AMANASURIF The official name for Pontiff in the Agrikan church. The Amanasurif dwells in Lysara in Azeryan. where he is also a powerful secular lord.

AMBRATHAS OF ALAMIRE, Saint An ancient warrior-priest of Larani, credited with being her greatest mortal champion. For his tale, see, **CK**.

AMEKT A Gargun cave-complex in the Jahl Mountains.

AMORVRIN The *free* undead of Morgath. When an Amorvrin is slain for the 13th time, it is resurrected as a will-less GULMORVRIN.

ANADEL A highland region south of the Sorkin Mountains, and homeland of the BUJOC.

ANCHORAGE FEE A tax levied in most ports for the right to drop anchor. It is usually one fifth of the local WHARFAGE fee.

ANCIENTS See EARTHMASTERS.

ANDASIN The name of four kings of Kanday, including the current monarch, Andasin IV.

ANDURIEN, Gulf of A large gulf to the west of Hârn.

ANEGIF A peak in the Rayesha Mountains.

ANFLA An island off SW Hârn.

ANGBERELIUS: The Flaming Swords. Fifth constellation (Larane 5th—Agrazhar 6th) of the Kethiran zodiac, located in the Northern sky.

The swords represent dynamic action and conflict, destruction and surprise. Angberelius is depicted as two weapons crossed from which flames are issuing; while the swords are solid and real, their conflict causes fire which is intangible, but no less real. They are the symbol of maleness, light, strife and glory, of victory that arises from piercing, cutting effort.

Those born under Angberelius tend to have exciting lives in which they are always striving against their environment to promote causes. This is the sign of the action-loving warrior questing for his grail. If he finds it, he may well experience disappointment as it's watery contents quell his personal fires. Angberelians are not prone to subtlety, except the subtlety of combat; they prefer the direct approach, taking arms against their troubles, and by opposing, ending them.

ANGCARADINA The blood-red mail of the goddess LARANI.

ANISH, A river flowing into Lake Benath from the Felsha Mountains.

ANISHA An EARTHMASTER site somewhere in the high Felsha Mountains. The site is mentioned in the Song of ELTHIRON.

ANOA The tribal nation of northern Nuthela.

ANOTH DELTA A marshland at the mouth of the Anoth River known as a pirate haven.

ANOTH A river of northern Hârn.

ANRIST POINT A hilly prominence on Hârn's east coast. Somewhere nearby are a pool and hot springs of miraculous healing virtue guarded by the fabled *Riddlemaster*, a being of great power who challenges intruders with the words "riddle thee thrice"; those who can solve the conundrums may bathe; the fate of the others is unknown.

APALANKH the official name for a PRIMATE in the Church of Agrik. The Agrikan primate for Hârn is the grandmaster of the Order of Mamemka the Master of Steel; his seat is in Golotha.

APOTHECARIES' GUILD

Apothecaries have a monopoly on the gathering, preparation, and sale of herbs and medicines for profit. Most freemasters operate shops where they purchase herbs from itinerant journeymen and other gatherers. These are sold to the general public as potions and remedies, or to physicians (who, technically, are not allowed to prepare their own concoctions) and to members of the Guild of Arcane Lore. Most herb prices range from 3d to 60d per ounce depending on rarity.

ARABAR The name of the thirteenth and fourteenth kings of Melderyn.

ARAIN A lake in the heart of the Sorkin Mountains. The Khuzan kingdom of AZADMERE lies on its eastern shore. A great serpent called the DARANOG has often been seen cavorting in the lake's chilly waters.

ARAKA-KALAI The dwelling place in Misyn of the god ILVIR, said to be located on "two worlds at once".

ARAKSIN The greatest religious festival of the Church of Ilvir takes place from YAELAH and YAELMOR in the month of Ilvin. Araksin is one of very few universal practices in the church. Priests fast for a week before, usually in solitude. The festival features dramatic presentations which are original and/or drawn from the rich Ilviran tradition.

ARAKU The present ruling house of Rethem.

ARALIUS: The Wands. Second constellation (Peonu 4th—Kelen 2nd) of the Kethiran zodiac, located in the Northern sky.

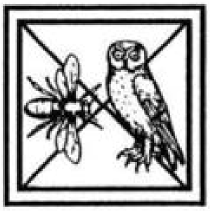
The second and central sign of Spring and Earth. The wands are portrayed with leaves sprouting from their severed lengths; this is symbolic of the quiet tenacity of life. The symbolism is more pure than that of Ulandus, more the essence of growth than it's effect and corollaries. Aralius' secret is the hidden life within; the potential of all things to nourish in life and in death.

Aralians generally display a vibrant zest for life, but recognize that death is a part of it. This may not be apparent to outsiders. Aralians also have an affinity with nature, of which they are harmonious parts. Aralians often center their lives on the family, striving for future generations. They may perceive their children to be manifestations of themselves, a key to personal identity and immortality, and windows on eternity.

ARANATH The king of the Hârnic Sindarin, a mage of unsurpassed power and a warrior of supreme skill. He has reigned since DAELDA was mortally wounded at the Battle of Sorrows in 683 BT. It was Aranath who renounced elven sovereignty over Hârn and withdrew his folk to the SHAVA FOREST.

ARATHEL A castle on an island of the same name in Orbaal.

ARCANE LORE, Guild of



An association of scholars whose studies and practices involve esoteric knowledge. Some arcanists practice magic and some are students of other disciplines, such as astrology and alchemy. The guild grants no franchises and has no real structure.

ARCHIVAL COURT The court of Save-K'nor in Inor Teth. It is here that disputes between the gods are arbitrated.

ARELORA Warrior queen of Kanday. (659-676) who led her people to victory against the Thardic League in the FIVE YEAR WAR.

ARGENON The High Riddler. One of the Althar, the chief servants of SAVE-K'NOR. Argenon is the Lord of Enigmas, a creator and solver of riddles. The Riddlemaster of ANRIST Point may be one of his numerous offspring.

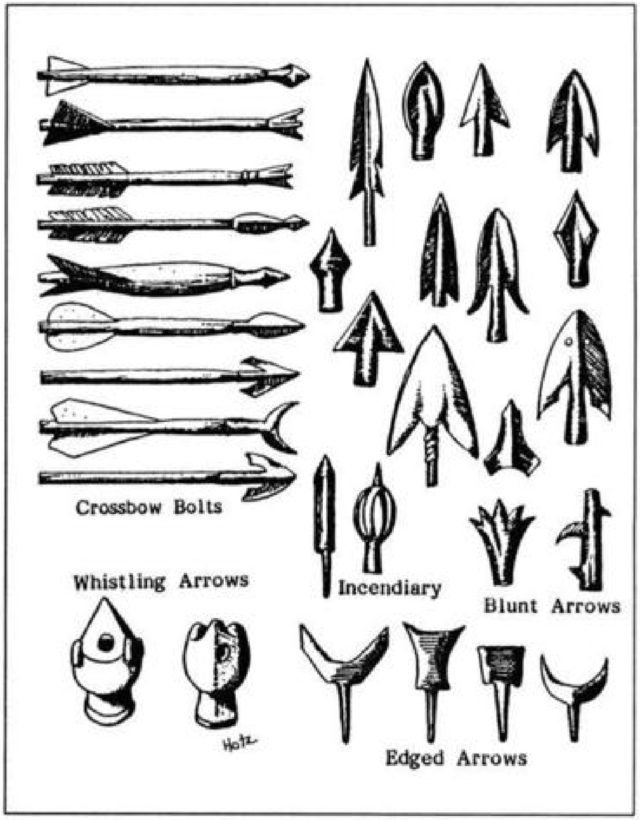
ARIATHE An ancient tribe of the Dyrisa district. ~ Barrows a holy place to the Ariathe tribe where they buried over 80 chieftains. Considerable plundering has taken place, but it is now illegal to desecrate the site.

ARLUN THE BARBARIAN The founder and first king of RETHEM (635-656). With great personal charisma and superb generalship, Arlun united the tribes of Peran and carved out a kingdom stretching from the Thard to Peran.

ARMORY A synonym for heraldry.

ARMS See ACHIEVEMENT.

ARROWS Most arrows are pointed, with or without barbs, and mounted on thin wooden shafts 24-36 inches in length. These are designed to create puncture wounds and can be frighteningly effective. There are also specialized arrowheads, including bladed (edged) arrows designed to cut rigging, blunt arrows to stun, incendiary arrows, and whistling arrows to signal or intimidate.



ARTANE Ruling house of Kaldor (406-599). The clan was a branch of the house of Tane, and assumed power after the overthrow of the house of Orgael in the Kaldoric Civil War.

ASAGRAN The Ghoul The insane governor of Dyrisa during and for some time following the Theocracy of TEKHOS. Asagran had a reputation for unusually cruel torture, cannibalism and even necro-cannibalism. Asagran was murdered in 609 by his chief deputy. See, *Asagran the Ghoul* in CK.

ASHENAN The third monarch of the Kingdom of Kanday (654-659).

ASIRI Mischievous spirit entities whose elemental base is air. The Asiri hide themselves in various objects, have diverse powers, and can be dangerous.

ASSART Land within a manor recently cleared and brought under cultivation. Assarting is the principal method of "colonization" within a feudal fief.

ASTRIN, Calfona Author of *Manners and Affectations* (TR 398). A leading authority on feudal etiquette. Calfona was most likely from Kaldor, but this is not certain.

ASTROLOGY The ancient art of reading the stars to explain the lives and foretell the futures of men. The art has been practiced for many centuries by arcane orders in Melderyn, most of whom use PVARIC philosophy in their work.

Astrologers cast a *horoscope* for each individual, which is a comprehensive picture of the heavens at the precise sidereal hour of birth, When cast by a skilled master, horoscopes reveal personality and the probable outcome of certain personal events with remarkable accuracy. But such castings are time-consuming and expensive; most Hârnians must rely on the more basic fundamental traits established by the twelve signs of the ZODIAC.

ASTROMANCY Divination of specific future events by means of astrological arts. Few astrologers attempt to predict more than "general trends"; astromancers are more specific, but even they try to avoid demands by clients for too precise prediction.

ATANI WARS The Sindarin name for the period of conquest by Lythian Barbarians (Hârnians) from 900 to 683 BT).

ATHUL A wilderness region between Lake Benath and the Gulf of Chakro, native to the ruthless Tulwyn tribes.

AVALIR The demi-divine children of Sarajin and mortal women.

AVARKIEL The sword of the goddess Larani, also known as *Herald of the End of Life* and *Oathbinder*.

AZADMERE The kingdom & capital city of the Hârnic KHUZDUL, in the Sorkin Mountains. Few humans are welcome, but see HABE.

AZERYAN A great empire on the mainland of Lythia lying east of Trierzon, centered on the mighty city of Mekolis. Azeryan is an imperial state, ruled by a great emperor, and his Legions are feared far and wide.

AZURA The 7th month by TUZYN RECKONING, the first month of autumn.

AZURE BOWL A mystical symbol of the god SIEM. The bowl is connected with the "making, the holding and the very spilling forth of the stars". Some forgeries have great powers of their own.

B

BAILEY A courtyard enclosed by fortified castle walls.

BAILIFF (1) A person appointed to govern a manor on behalf of its rightful holder. (2) an assistant to a Sheriff. (3) The chief royal official in a HUNDRED.

BALAKAS Islands off the NE coast of ORBAAL.

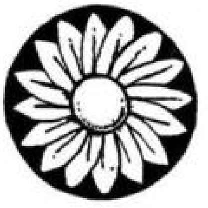
BALEFIRE CHRONICLE The early history of the Church of AGRIK (the legacy of Ilpylen) written by Moralin, the greatest of ILPLYEN's eight disciples.

BALESIR 23rd monarch of CHYBISA, 1st ruler of the house of Geledoth, best known for his part in the TREASURE WAR with Kaldor in 675. After years of peace, Balesir's army was no match for the veteran Kaldoric knights, and he was driven from his kingdom by Torastra of Kaldor in 678. After years of exile in Melderyn, Balesir was able to raise an army and regain his throne at the Battle of Geda in 687. Balesir broke his promise of fealty to king Chunel of Melderyn. Balesir died of stomach cramps in 691.

BALGASHANG The flame-shrouded fortress of the god AGRIK.

BALIMSHIRE A shire in Kaldor.

BALL & CHAIN A flail with a metal, ball, attached to a handle with a short length of chain. Numerous varieties exist, including some with multiple, spiked balls. See FLAILS.



BALM OF JOY The celibate, female order of the Church of PEONI. The mother house is located in Thay, residence of the Peonian primate of Hârn. The sisters of the order spend most of their labors among the people, providing comfort and healing, and are welcomed by common folk of good heart. The order abhors violence; most members would rather die than cause suffering. The sisters tend to be aesthetic vegetarians, but there is no rule to this effect. The IRREPROACHABLE ORDER is the fraternal male equivalent of the Balm of Joy.

BALSHA The son of a legionaire, Balsha was born in the CORANI EMPIRE in 520. His preaching of Balshanism, his charisma, and the accuracy of his prophesies won him a massive following. When emperor Medak had Balsha impaled in 558, the martyrdom sparked the **BALSHAN JIHAD**, a rebellion that destroyed the Corani Empire, and led to the establishment of the Theocracy of TEKHOS in 568.

BALSHANISM A heresy of Morgathian dogma first espoused by the prophet Balsha. Conventional Morgathian philosophy teaches that the afterlife is an eternity of misery and that one should live only for today. Balshanism holds that a pious lifetime of service, mitigates the misery of the afterlife by creating a state of "undeath".

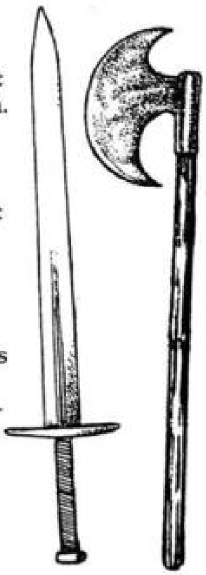
BANQUET OF DELIGHT The most important festival of the Halean religious year. It begins on the first and ends on the seventh of Halane. The activities are meant to offer a taste of what a pious Halean can expect in CORSILEA.

BARON See: TITLES

BARSOTHE FALLS An enchanted waterfall on the River Kald, said to harbor an evil entity called Uvien. See *Uvien of Barsothe Falls* in **CK**.

BASTARD SWORD Any hand-and-a-half sword 40-48" in length. Bastard swords have longer hilts than BROADSWORDS, and their name derives from the fact that they may be used either one or two handed.

BATTLE OF SORROWS The last battle of the Atani Wars in BT 683. While the Sindarin and their allies won the battle over the Lythians (the *Atani*), King DAELDA was mortally wounded. His successor, ARANATH, withdrew the elves to the Shava Forest to found the Kingdom of Evael.



BATTLEAXE A single or double bladed axe mounted on a shaft about 48" in length. The battleaxe is a hand-and-a-half weapon with considerable blunt and edge impact.

BATTLESWORD Any large, two-handed sword. Most battleswords have broad, straight blades 48-60" in length, but there are regional variations. They are chivalric weapons and somewhat uncommon.

BEJIST A deadly set of haunted ruins on Setha Heath.

BELNA An island off the south coast of Hârn.

BELSIRASIN The Weeper. One of the demi-divine servants of Peoni, Belsirasin is portrayed as a weeping young warrior without weapons. He is said to shed tears for every deceit of mortal man. A lord of truth and virtue, Belsirasin is the sternest and least forgiving of Peoni's servants.

BENATH Hârn's largest lake, fed by rivers of the Felsha and Rayesha Mountains, and drained by the Thard.

The lake can become very rough during southwesterly storms. Lake Benath is home to numerous fearsome monsters, as well as a particularly nasty type of stinging, freshwater eel.

BERELIK A plant found in shady forest. Used by physicians.

BEYAAL (byrnie) The Ivinian name for an armoured shirt or hauberk.

BIJO The northernmost of the Hârnic Isles.

BILL See: Poleaxe.

BIREN A river in Solora.

BJAKA The "wind demon" of Mount Fyso overlooking Jarin Bay. A partricularly unpleasant wind-demon, Bjaka's winds have wrecked hundreds of ships. See *Bjaka and the Windwalker* in CK.

BLACK LANTERN See: Uhla.

BLACK POLE See: Durakhar.

BLACKMAIL To extract a payment in exchange for the armour of a defeated opponent. Mercenary knights are sometimes called *Blackmailers* because poorer knights preserve their mail by soaking it in oil, rendering it black.

BLAZON A verbal description of an heraldic achievement or device. ~ry, the art of describing heraldic devices.

BLESSED REALM The present home of the god Siem, lying "far to the west" of Hârn. The Sindarin were, at the time of their arrival on Hârn, headed for this realm.

BOGAERN A cheerful domestic spirit of Jarin belief, fascinated by the hearthfires of human homes, and believed to bring good luck. However, if the Bogaern is ignored or abused by its chosen family, it causes complete chaos, even to the extent of wrecking the house or terrorizing entire settlements.

BOGNOR A great mage, alchemist, and herbalist of the Fyvrian convocation, who dwelled in the Anoth Delta. Bognor and his household were destroyed by one of his experiments, providing the Shek-Pvar with a teaching parable. See: *Bognor's Folly* in CK.

BONDING FEE When anyone brings trade goods into a settlement with a market, s/he must either purchase a hawking license to permit sale of the goods, or place the goods in bond at an authorized bonding house. Hawking fees are one time payments generally 8-10% of the goods' value. Bonding fees are charged monthly and are typically between 1-3% of goods' value. Goods placed in bond are usually re-exported, but may be taken out of bond on payment of the appropriate hawking fee. Goods are not always inspected, and bribery, undervaluing, and graft are common.

BONDMASTER The official responsible for the administration of a bonding house, and the collection of Hawking and Bonding Fees. Appointed by the Mayor or Aldermen, the bondmaster is usually a guild-member.

BORDAR See Cottar.

BOSS GORE A spike affixed to the boss (raised central portion) of a shield to give a thrusting option to its wielder. They are most often found on roundshields. Although shields are not good attack weapons, the boss gore can be effective against lightly armoured opponents in close combat.

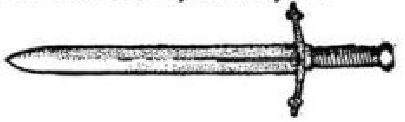
BOWS Many different types of bows are used on Lythia. The shape of a bow is a cultural matter. What really matters is the bow's size; this determines its range and accuracy. In general, the larger the bow, the more powerful. Bows are generally used as hunting weapons, or are employed en masse by foot archers to break up enemy formations. See also: Longbow; Shortbow; Crossbow, Hartbow.

BRANT A king of Nurelia during the Migration Wars (172-207).

BRANT, Prince uncrowned heir to the last king of Nurelia. Prince Brant was captured during the Kaldoric conquest. The young prince was confined in Olokand, and later disappeared. Most folk suspect murder, possibly by being cast into Ona-Setrum on the orders of King Kalabin of Kaldor. See *Prince Brant's Legend* in CK.

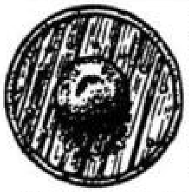
BREATH OF KLYSS Another name for the Shadow of Bukrai.

BROADSWORD Any one-handed sword 30-40" in length. Broadswords are usually double-edged with broad, straight blades, but there are various regional variants. The broadsword is, by far, the most popular weapon of the feudal nobility of W. Lythia.



BRONDUSCHITHRIN The Lord of Lies. Also known as the *Taleweaver*, Bronduschithrin is one of the Althar, the chief servants of Save-K'nor. He has charge of fiction and legend and his repertoire of stories is limitless.

BUCKLER A small shield, usually strapped to the secondary wrist. Bucklers are generally of light construction, allowing them to move faster than larger shields, but they are less durable.



BUJOC The tribal nation of Anadel. They are superstitious, forest nomads, with a matrilineal culture. The Bujoc are not warlike, but will employ bow and arrow from ambush if necessary.

BUKRAI An orb and power owned/wielded by Morgath. **Shadow of ~,** Also called the *Breath of Klyss*: the evil emanation of the undead of Morgath. See: Gulmorvrin.

BUKRAI, Shadow of See Gulmorvrin.

BURZYN The principal seat of Verlid VII, king of Chybisa. Burzyn may be the most impressive fortification on Hârn. Located at the only bridge across the Ulmerien River, the original castle was built 500 years ago, but has been improved and enlarged many times, often with the aid of Khuzan masons who use magic in their work.

BWAFT A Gargun cave-complex located on Mount Obew in the Rayeshas.

C

CAELYNDD A mighty warrior of Jarin folklore. Caelyndd was a servant of King Daelda during the Atani Wars. He was regarded as a terrible, avenging demon/spirit by the invading Lythian barbarians. By the action of foul sorcery, Caelyndd was cursed to an eternity of half-life and still wanders Hârn, a creature of pure evil, slaying and spreading wanton destruction. See: *Caelyndd's Shade* in CK.

CAER Hârnic for *Castle*.

CALENDAR (See: TUZYN RECKONING).

CALIN The 2nd monarch (371-393) of ALEATHIA.

CALSTEN The first king (142-162) of SERELIND.

CANON LAW The body of law pertaining to the rights and privileges of churches/temples.

CAPE RENDA DISASTER The name given for the events of 707, when an Orbaalese/Ivinian fleet intent on sacking THAY was wrecked by a terrible storm conjured up by the mages of Melderyn.

CARCUST A Gargun settlement in the Rayesha Mountains.

CARNAGE OF KIRAZ The rape, pillage and massacre of KIRAZ by LOTHRIM the Foulspawner in 120TR.

CASTLE A fortification consisting of (at least) a KEEP with more elaborate outer defenses, generally fortified towers on outer wall(s). A castle may also have earthworks, ditches, moats; and/or additional concentric walls. Various ancillary buildings may be found within the castle courtyard, or BAILEY. Castles are tremendously expensive and normally constructed only in districts where unrest may be expected, such as frontiers, or rebellious provinces, although the conditions prompting their construction may have long vanished. A CRENALATION LICENSE is required to build a castle.

CELAETUATH Spirits and ethereal entities who figure in Jarin legends. They are usually described as small humanoids. Most tales of the Calaetuath are whimsical and have some moral, and they are frequently seen as incidental characters in other tales. There are four main clans (?) of CELAETUATH: the BOGAERN; the CLURCAUNE; the MAESROL; and the POLRAE.

CENTAURIN The origin of Hârn's centaurs is unknown. They are very rare. Centaurs are intelligent and use axes, spears, bows and slings with great skill. They travel in small groups and are shy. Centaurs are hardy and do not wear clothes, although they carry belts, jewelry, and packs.

CERLYNN A henge or stone circle (?) somewhere in eastern Hârn, where CAELYNDD camped before his final battle and where a vision came to him.

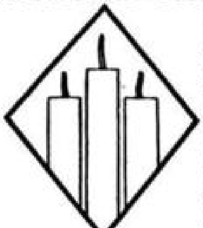
CHAFIN The name of three kings of Rethem, including the current monarch, Chafin III.

CHAINMAIL A misnomer (there is no such thing). See: MAIL.

CHAKTA A Keep in Rethem guarding a bridge across the river Thard leading to GOLOTHA.

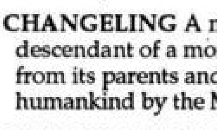
CHAMBER OF THE RED DOMES The Thardic senate in Coranan, named for the crimson domes atop the building. The original senate building burned down during the BALSHAN JIHAD. It was restored and rebuilt in 675.

CHANAKUR A foul and evil monster that terrorized parts of eastern Hârn in the distant past. Chanakur was defeated and imprisoned by the great mage GENIN who warned that, one day, the beast would return. See *Chanakur's Rest* in **CK.**



CHANDLERS' GUILD Chandlers have a monopoly on the production and sale (for profit) of candles, lamps, and the like. Many chandlers operate "general stores", offering a variety of wares produced by other guilds. For those who can afford the hefty markups, they offer the advantage of "one stop shopping".

CHANGELING A mortal child, or the descendant of a mortal child stolen from its parents and turned against humankind by the MORSINA.

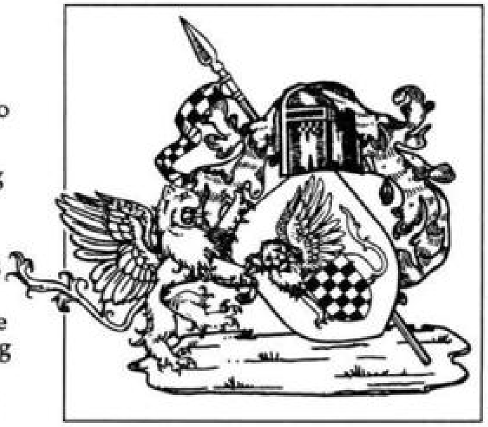


CHARCOALERS' GUILD Guildsmen who deal in the sale of charcoal, coal, and, in towns only, firewood. Coal is expensive, but is used by some wealthy Hârnians to heat their homes. Charcoalers' major customers are metalsmiths, miners, and weaponcrafters.

CHARGE In heraldry, a DEVICE on a shield.

CHAUSSES see LEGGINGS.

CHECKERED SHIELD The western chivalrous FIGHTING-ORDER of the Church of Larani. The Order of the Checkered Shield is sponsored by the clerical Order of HYVRIK and was founded in 622 by ANDASIN I to guard the northern border of Kanday. The order holds Menekod, which it seized from the Order of the COPPER HOOK during EZAR'S WAR. The Checkered Shield is renowned for military prowess and chivalry. The order provides guards for the temples of its parent clerical order and sometimes for Peonian temples. The order takes it's name from the legendary red and white checkered shield of the Goddess Larani.



CHELEBIN 3 queens of Kaldor.

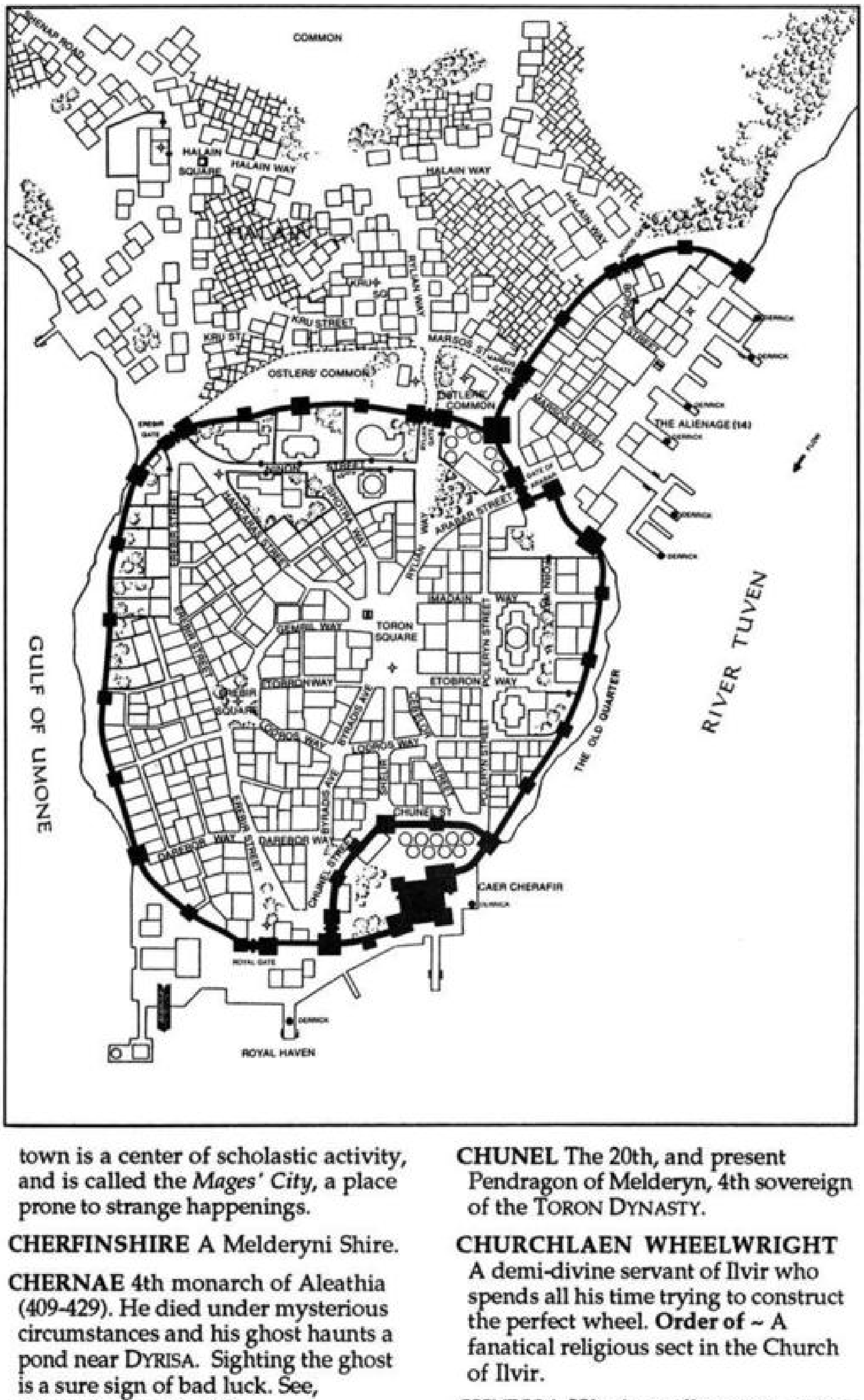
CHELEMBY An island city state and important trading center in the Sea of Ivae east of Hârn.

CHELMARCH One of two MARCHES of the Kingdom of Kaldor.

CHELNA GAP A wooded plain between the Felsha Mountains and the Shava Forest. The gap is traversed by the SALT ROUTE, the main land route between east and west Hârn; control of its traffic was one of the issues leading to the SALT WAR between Kaldor and the Thardic League. Today, the region is claimed by Kaldor as being within CHELMARCH, but its control there is token at best. The gap is the home of the CHELNI. TROBRIDGE INN lies at the western end of the gap.

CHELNI A loose federation of warlike, cruel tribes, dwelling in the Chelna Gap. Mounted on sturdy Chelni ponies, and armed with bows, they are among the most skilled warriors on Hârn.

CHERAFIR A walled town situated on a headland in the Tuven River estuary of the Isle of Melderyn. It is the royal seat of the TORON DYNASTY. The site was occupied by the Jarin as early as 1100 BT. The modern city was founded in 1 TR when Erebir Pendragon made it his royal seat. The



town is a center of scholastic activity, and is called the *Mages' City*, a place prone to strange happenings.

CHERFINSHIRE A Melderyni Shire.

CHERNAE 4th monarch of Aleathia (409-429). He died under mysterious circumstances and his ghost haunts a pond near DYRISA. Sighting the ghost is a sure sign of bad luck. See, *Chernae's Pond* in CK.

CHETUL A river in northern Hârn considered sacred by the URDU tribal nation.

CHIDENA The 17th ruler and 4th queen of Kaldor (559-588).

CHIND The Dog. A non-zodiacal constellation of the Southern sky.

CHINDRA A Gargun nation of ANADEL.

CHUNEL The 20th, and present Pendragon of Melderyn, 4th sovereign of the TORON DYNASTY.

CHURCHLAEN WHEELWRIGHT A demi-divine servant of Ilvir who spends all his time trying to construct the perfect wheel. **Order of ~** A fanatical religious sect in the Church of Ilvir.

CHYBISA Hârn's smallest state, a tiny kingdom on the south bank of the Ulmerien River, ruled by King Verlid IV from Burzyn. The kingdom was founded in 160 by a mixed group of immigrants from Melderyn, led by a knight called SHOBALD.

Chybisa was once larger, but lost most of her territory to Pagaelin and Hodiri tribesmen during the MIGRATION WARS. Five centuries later, the kingdom maintains a delicate independence, although she has twice come under the control of foreign powers, Melderyn (409–475) and Kaldor (678–687).

Chybisa contains some of Hârn's most impressive fortifications, particularly the royal castle at BURZYN. The 24 monarchs who have ruled Chybisa are:

House of Shosel		**House of Burzada**	
Shobald	160–183	Sharat I	475–506
Verlid I	183–210	Gometh	506–521
Verlid II	210–251	Sharat II	521–541
Colasten I	251–284	Lonatar	541–559
Verlid III	284–316	Sabalyne	559–590
Verlid IV	316–350	Gebral	590–627
Nyrenalis	350–354	Udine I	627–661
Colasten II	354–375	Udine II	661–664
Verlid V	375–392		
Verlid VI	392–409	**House of Geledoth**	
		Balesir +	664–691
House of Rylia*		Verlid VII	691–
Imadain I	409–413		
Imadain II	413–440		
Arabar	440–463		
Erebir	463–475		

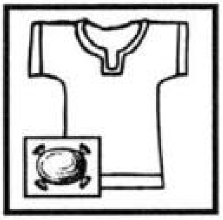
*Kings of Melderyn
+Torastra of Kaldor
(ruled 678–687)

CHYMAK The tribes of Belna Island, famous for their elaborate war-canoes and seamanship.

CHEERFUL A castle on the Isle of Ikom in Melderyn.

CLESSAN The Stag. A non-zodiacal constellation of the Northern sky.

CLOTHIERS' GUILD The wealthy middle class and the nobility count a clothier's products among their status symbols. A master clothier knows the arts of tailor, glover, and haberdasher, although some masters specialize. Establishments typically employ dozens of journeymen and apprentices Wealthy nobles may have bonded master clothiers in their employ.

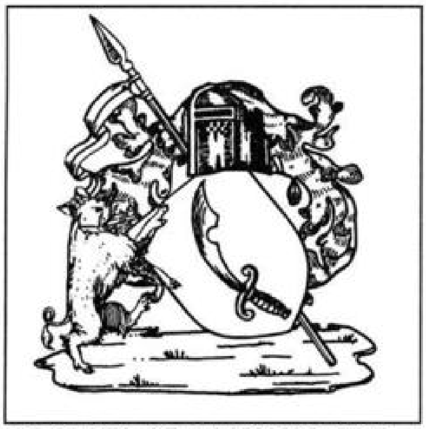


CLURICAUNE A solitary spirit of Jarin lore, said to inhabit wine cellars, where he/it spends its/his time drinking alone. Cluricaune are able to foresee the future. A very thirsty Cluricaune lives under Leriel Castle in Orbaal.

COAT OF ARMS An ACHIEVEMENT displayed on a coat, usually as embroidery on a knight's surcoat.

CODOMINIUM The era of Hârnic history between the arrival of the Khuzdul c.7,000 BT and the arrival of the first humans c. 1,300 BT. Throughout this period, Hârn was ruled by the elven king, DAELDA.

COHORT A military unit ideally consisting of 400 foot or 200 cavalry. see: LEGION.



COHORTS OF GASHANG, THE EMPEROR OF FLAME An Agrikan fighting-order sponsored by the female clerical order, *Eight Demons*. Knights of the order are known to bring captives to the tender mercies of its parent clerical order in Golotha, Shiran, and Coranan. They carry red tipped maces, replicas of *Gashang*, the flaming mace of Agrik.

COINS See: MONEY.

COLASTEN Two kings of Chybisa.

COLURA 5th Autarch of the Thardic League (661-668).

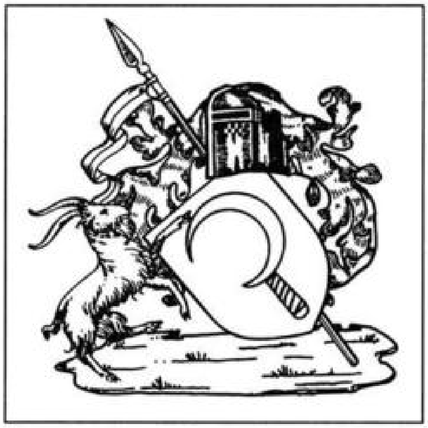
COMPANY A military unit composed of about twenty men. (see: LEGION).

CONCORDAT OF THE ILLIMITABLE TOME (*Ke'lha-hy-Var-hyvrak*). The treaty of peace between the gods that ended the "time of cataclysm". The Concordat, provided knowledge be removed from the minds of men, then written in the Var-hyvrak (the Illimitable Tome) in the keeping of Save-K'nor, and reserved for the gods. The Concordat also established checks and balances for divine intervention. The fact that the gods "move in mysterious ways" is attributed to the incomprehensible Concordat.

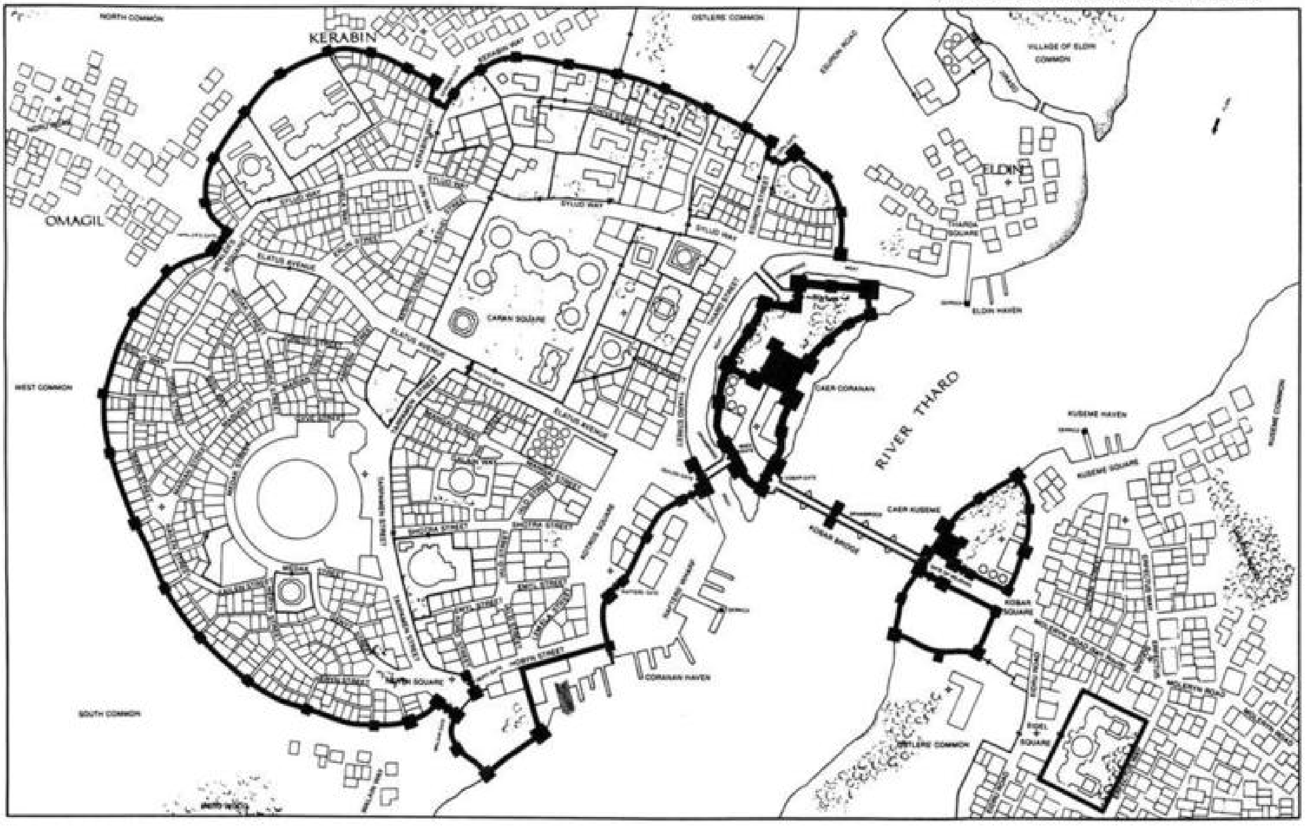
CONSTABLE An officer appointed to govern a keep or castle (from: *count of the stable*). See also BAILIFF.

CONVOCATION (Brotherhood) A division of the SHEK-PVAR. Each convocation specializes in magic of a particular element. The convocations are: LYAHVI, PELEAHN, JMORMI, FYVRIA, ODIVSHE, and SAVORYA.

COPPER HOOK, Company of the An Agrikan fighting-order established in 623 under the sponsorship of the clerical order, FUMING GATE. After decades of aimless pillage, and poverty, the order swore fealty to ARLUN of Rethem in 641. In 681, Nemiran granted them Menekod, Hyen, Dunir, and Selvos. In 682, the order attacked Imiden in Kanday, starting the 15 year conflict between Rethem and Kanday called EZAR'S WAR (after the order's grandmaster). The war proved disastrous. All the order's holdings except Hyen were lost to the Kandians. The Copper Hook has never recognized the Peace of Selvos which ended Ezar's War in 697, and has continued to skirmish with the Kandian Order of the CHECKERED SHIELD for the past 23 years.



CORANAN Hârn's largest town, located in the heart of the fertile Thard valley. It is the western terminus of the SALT ROUTE, and sits astride the road and river links


NORTH COMMON
KERABIN
OSTLERS COMMON
OMAGIL
ELATUS AVENUE
SYLLUD WAY
CARAN SQUARE
WEST COMMON
SOUTH COMMON
CORANAN HAVEN
CAER CORANAN
RIVER THARD
VILLAGE OF ELDIN
COMMON
ELDIN
THARDA SQUARE
ELDIN HAVEN
KUSEME HAVEN
KUSEME SQUARE
CAER KUSEME
KOBAR BRIDGE
KOBAR SQUARE
OSTLERS COMMON

between the cities of Golotha, Shiran, and Aleath.

Coranan was founded in 301 by Corthir, as the capital of his CORANI EMPIRE. The town fell to the BALSHAN JIHAD in 565 leading to founding of the short-lived Theocracy of TEKHOS. The collapse of the Theocracy in 588 brought decades of turmoil until the Coranan Republic, founded in 621, managed to restore order in central Tharda. In 632, an alliance was formed with the Shiran Republic, developing into the Thardic League in 636. When the League became the Thardic Republic in 674, Coranan became its capital.

The City is governed by a Prefect and a Warden. The latter commands the RED GUARD; the only unit of the Thardic army permitted within the city's walls.

The city is noted for its profusion of palaces and major buildings. In addition to the Chamber of the Red Domes and the Citadel, formerly a palace of Corani Emperors, the city has 12 major temples and Hârn's largest PAMESANI Arena. Coranan is a city of enclaves; its several quarters are divided by interior walls.

CORANAN PROVINCE One of the 6 provinces of the Thardic Republic.

CORANAN REPUBLIC The plutocratic republic founded at Coranan in 621. It joined with Shiran to form the Thardic League (636-674) and was dissolved on the founding of the Thardic Republic in 674.

CORANI EMPIRE The state founded in 301 by CORTHIR, chieftain of the *Corani* tribal nation. It came to dominate western Hârn before falling to the BALSHAN JIHAD in 565. The Corani Empire was the largest human state in Hârnic history. Seemingly destined to rule all of Hârn, its corruption, too many weak emperors, and a series of floods, plagues, and famines led to its demise. The 15 monarchs who ruled the Empire were:

Corthir	301-318	Mejenes	443-465
Kusem	318-333	Sylud	465-485
Lobir	333-361	Saurach	485-491
Raelan	361-366	Mindrithar	491-512
Arosta	366-380	Korad	512-528
Malian	380-394	Shorka	528-555
Kobar	394-437	Medak	555-565
Laketta	437-443		

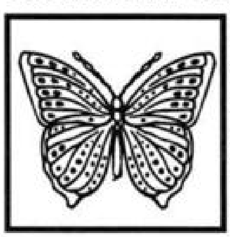
CORSILEA The bejeweled, seven-leveled heaven of Halea — *"...a many chambered keep of crystal walls and silkened halls, a'froth of crimson color, where soft and luxurious poos effervesce with lusty perfumes and hidden secrets among the splashing of wine; golden passiona awaits the soul who rises to the Lady's eyes..."*

CORTHIR The chieftain who united the 8 tribes of the Corani and founded the Corani Empire which he ruled from 301 to 318. To found his kingdom, Corthir challenged and defeated seven other Corani chiefs in a single day. The city of Coranan was built on the site.

COTTAR An unfree peasant also called a bordar. Cottars typically hold 1-5 acres.

COUDE Elbow armour, usually of plate or KURBUL.

COURT OF PENTACLES predecessor to the MANGAI. The Court was established in the Corani Empire in 421. At first, an advisory body, the Court's influence spread all over Hârn as it came to represent the financially powerful merchant class, effectively mediating between governments and the nascent guild structure, and proving that it could best administer commerce. It was an international organization when it changed its name to the MANGAI in 493.



COURTESANS' GUILD Courtesans offer a wide range of erotic services in houses which bear names such as *House of the Seven Joys* and *Floating World of Three Heavens*. Courtesans are not ordinary prostitutes, and their houses are far above the common brothel in decorum and luxury. Typically, the guild acquires attractive teenage girls through brokers from poor fathers, a better fate than many could otherwise expect. Girls are instructed in the erotic arts in return for a bonded contract to work for a franchised house for 7 years. After this a courtesan may retire, leave to join another house, or remain with her present house as a partner. Courtesans are expensive. Services range from 12-36d per visit, and the great ladies of the profession command fees tenfold this. Most courtesans retire before age 30, usually with tidy nest-eggs. Some marry former clients, or enter the Church of Halea (their patron deity). A few establish their own houses. The most famous and expensive Hârnic Courtesan houses are in Shiran.

COWL Flexible armour of cloth, leather, quilt, or mail covering the skull and neck (short cowl) and sometimes the shoulders (long cowl). Cowls may be body armour extensions or separate garments. A quilt cowl is always worn under a great helm.

CRADOR the Blind The most enigmatic of the three deities of Kuboran religion. Insane Crador is the bringer of evil dreams, protector of fools and children. Sometimes he is benevolent, sometimes not.

CRENALATION LICENSE A license granted by a sovereign to build and/or upgrade a major fortification. A crenalation license is needed to build a keep, castle, or to wall a town. Because major fortifications render their holders immune to all but large, determined assaults, governments carefully limit their construction.

CRIMSON CHAMBER The fabulous residence of the goddess HALEA. The *room of ultimate indulgence* is where the Lady's chosen spend their eternal afterlives enjoying sexual, culinary, and other erotic pleasures.

CRIMSON DANCER An Agrikan, female fighting-order, sponsored by the female clerical Order of KUKSHIN. The Orbaalese keep of QUIMEN has been the headquarters of the Crimson Dancer since it was banished from Rethem in 701. The order is infamous for its brutal treatment of its Jarin thralls, and is feared by men everywhere.

CRIMSON PALACE The most famous house of courtesans on Hârn. Located in Shiran, the palace is often used as a meeting place by merchants and politicians. The rates are very high.

CROSSBOW A small bow mounted horizontally on a wooden stock with a trigger device to release a short arrow which is called a bolt or quarrel. Unlike other bows they may be carried loaded and ready to fire, but this advantage is offset by their longer time to reload. The use of a crossbow in combat (against people) is strictly forbidden by CANON and secular law (the penalty is death). Anyone carrying a crossbow is regarded with suspicion. They are almost exclusively used for hunting

CRYNTO The Beetle. A non-zodiacal constellation of the Northern sky.

CRYX The Warhorse. A non-zodiacal constellation of the Southern sky.

CUIRASS A combination of breastplate and backplate to cover the thorax and abdomen. A cuirass may be made of plate (rare) or KURBUL.

CYMRU A peak in the Jahl Mountains.

D

DAASEN A keep in Orbaal.

DAELDA The first and last SINDARIN king of all Hârn. Daelda took power on the departure from Hârn of the god Siem c.7,000 BT and governed until he was mortally wounded at the Battle of Sorrows in 683 BT. Daelda was succeeded by ARANATH who renounced sovereignty over most of Hârn and founded the kingdom of EVAEL in the SHAVA FOREST.

DAENSHIRE A shire in Kanday.

DAGGER Any knife designed for combat. The term includes a variety of single and double edged weapons, most of which have at least a minimal guard to protect the hand. Few exceed a foot in length or a pound in weight. The balance is far from perfect for throwing. See: KELTAN, TABURI.

DALKESH An arid region on the mainland of Lythia, on the south shore of the Venarian Sea. Among the many states of western Lythia, the Dalkesh Empire is second only to AZERYAN in size and power. The Church of Naveh is popular with the ruling elite.

DARANOG The great, oft-sighted, monster of Lake ARAIN, reported as a ...great snake, sixty feet long, covered in slimy scales. See: *Daranog of the Lake* in **CK**.

DAREBOR The fifth pendragon of Melderyn (157-186).

DARK ELVES, See MORSINA.

DARL A river flowing from the Sorkin Mountains into Tontury Lake.

DATHSHIRE A shire in Melderyn.

DEATH PENALTY By tradition, death by the severing of the head is a privilege reserved for GENTLEfolk. SIMPLE folk may be executed in a variety of interesting ways, but hanging is most common. In most jurisdictions, CANON courts cannot inflict the death penalty, but must bind over the convicted criminal to a secular court for punishment. In some jurisdictions, the death penalty is, by custom, only imposed by royal courts.

DEDERGON BRIDGE A bridge across the south arm of the Thard, linking the island city of Golotha with Chakta Keep.

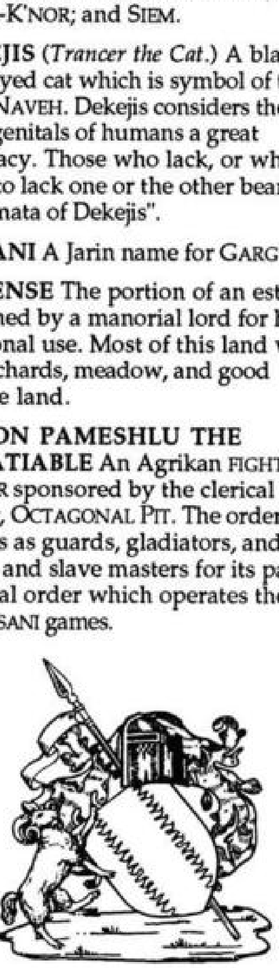
DEITIES The major gods and goddesses worshipped on Hârn are: AGRIK; HALEA; ILVIR; LARANI; MORGATH; NAVEH; PEONI; SARAJIN; SAVE-K'NOR; and SIEM.

DEKEJIS (*Trancer the Cat.*) A black, red-eyed cat which is symbol of the god NAVEH. Dekejis considers the eyes and genitals of humans a great delicacy. Those who lack, or who are said to lack one or the other bear the "stigmata of Dekejis".

DEMANI A Jarin name for GARGUN.

DEMENSE The portion of an estate retained by a manorial lord for his personal use. Most of this land will be orchards, meadow, and good arable land.

DEMON PAMESHLU THE INSATIABLE An Agrikan FIGHTING-ORDER sponsored by the clerical order, OCTAGONAL PIT. The order serves as guards, gladiators, and beast and slave masters for its parent clerical order which operates the PAMESANI games.



DENIA A river in Peran.

DEOCALA, DESARIA & DETASIA The Searchers. Three of the Althar (chief servants) of Save-K'nor. The trio search out knowledge in all its forms and inscribe it on the walls of INOR TETH. The three are portrayed as women of gentle bearing and soft beauty. They often come into contact with mortals and are the subjects of numerous tales and songs.

DERET A river flowing into the western end of Lake Benath. Somewhere along its steep banks is said to be the tomb of LOTHRIM.

DESARIA See: DEOCALA.

DETASIA See: DEOCALA.

DEZENAKA A monthly ritual of the Church of Naveh.

DIAFFA Gargun tribes of eastern Orbaal.

DIRENA A lake in the Felsha Mountains.

DOCTRINE OF THE BARREN CYCLE A theory in the Church of Ilvir that the Ivashu are a higher form of life than humankind, representing forms pleasing to the deity, and worthy of emulation. Mortal life is a prelude to a cycle of reincarnation as superior Ivashu, constantly becoming more enlightened until the soul achieves the independence of demi-godhead. Hence, it is the ambition of Ilvirans to become an Ivashu after death.

DOLITHOR The great castle of LARANI, located in the "Land of the Mighty". Mendiz, the great winged lion, is constable of Dolithor.

DOMID An island off the south coast of Tharda, inhabited by the Domi, a minor branch of the GOZYDA nation.

DOSHENKANA A poisonous plant found in forest.

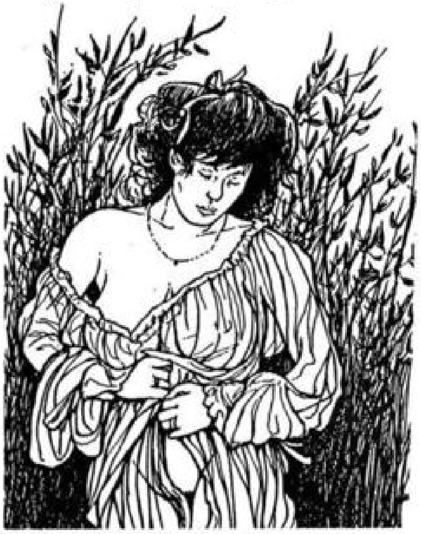
DRAGON Few dragons are personable enough to approach, so little is known of their legends, customs, myths, or powers. Dragons often exceed 40' in length and have large scalloped wings, four legs with taloned feet, and long graceful tails. They are possessed of great strength and intelligence, and can breath fire/frost. Dragons use magic to lure victims. They enjoy long periods of dormancy in their lairs and (fortunately) do not get hungry often. Dragons hoard treasure and shiny objects.

DRAGON HERALD The chief herald of Ivinia.

DRAGON LODGE The residence of the DRAGON HERALD.

DRAGONSHIPS The vessels of the Ivinians, powered by oar and sail. They have borne the fierce Ivinians to pillage Hârn's coastal communities for centuries; to see one approach is to tremble.

DRYAD Woods-dwellers who assume the forms of trees during the day and the shapes of beautiful maidens at night. A male who ventures into a *Dryad Grove* is charmed by their magic for a year and a day.



DUEL OF KHAMAR An ancient battle between Agrik and Larani in which the goddess severed Agrik's claws.

DULCET Princess of the Harmonic Crusade. One of the seven demi-divine handmaidens of Halea — a muse of music and sultry words. Dulcet keeps the *Melodium Erotica*, a libram of inspirational songs.

DURAKHAR The Black Pole. Durakhar is probably located on Yashain. All evil emanates from the Morgathian Hell, to corrupt men's souls and draw them into the *Endless Death*. Durakhar is an endless maze of tunnels, populated by the unlamented dead, horrific entities subject to the indifference or torment of Morgath. Most good folk believe, or at least hope, that only the worst sinners are sent to Durakhar, but the Morgathians believe that it is the final destination of all mortals. At the dark and musty heart of Durakhar, lies BUKRAI, the *Orb that cannot be viewed*.

DURANGASH The principal symbol of MORGATH, a black circle on a field of brown, usually surrounded by an irregular black border.

DWARF See: KHUZDUL.

DYGU A river flowing into Lake Benath.

DYNUX The Falcon. A non-zodiacal constellation of the Southern sky.

DYRIAMARCH A region claimed by the Earl of Elorin in Melderyn, consisting of the better part of Horadir and Anadel.

DYRISA The seat of the king of Kanday. After the collapse of the Corani Empire, Dyrisa was held by a series of Morgathian despots, most notably ASAGRAN THE GHOUL, who retained power long after the collapse of the Theocracy of TEKHOS in 588. The castle eventually surrendered to Andasin I of Kanday in 620 after a bitter three month siege. The Morgathian temple which stood at the center of the town was razed and the ground it stood on exorcised and sanctified.

Located at the head of navigation on the River Eryn, the fortress guards a good stone bridge bearing the Aleath-Coranan Road. A town wall was begun in 718. Dyrisa contains a magnificent Laranian cathedral, finished in 715, which is the seat of the Laranian archbishop of Kanday.

E

EALDWOOD *Forest of the fair folk.* Another name for the BLESSED REALM.

EARL See: TITLES.

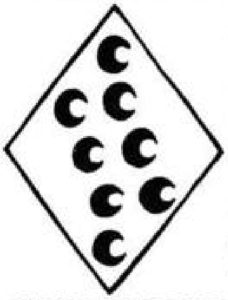
EARTHMASTERS Also called *The Ancients*. The first inhabitants of Kethira who left long before even the elves arrived. They were powerful magical beings who left behind some dangerous ruins and artifacts, including the perilous GODSTONES.

EDER'S CAGE (also called *shut the box*). A dice/board game played in Evael, and sometimes seen in other Hârnic ports.

EDERWYN, Gulf of The sea south of Hârn, notorious for its violent winds, turbulent seas, and mountainous swells. Few mariners care to risk these waters. The name comes from the Jarin god Eder, whose violent nature caused his expulsion from the *High Forest of the Undamned* and his imprisonment in a huge cage (a league across) beneath the gulf's waters. His furious, but futile writhing, is responsible for the rough seas.

EIDEL A province in Tharda.

EIGHT DEMONS An Agrikan, female clerical-order, infamous for sexual-torture, mutilation, and sacrifice of male captives, many brought to them by their sponsored fighting-order, COHORTS OF GASHANG.



EILAR OF IRONOTH The Guide of the Vision. Founder of the Church of Save-K'nor.

EIRBASHAFEN A fortress city of the Sindarin (?) during the Atani Wars.

EJATUS A Gargun cave-complex in the Jahl Mountains.

ELANA Third monarch of the kingdom of ALEATHIA (393-409).

ELDER FOLK A common human name for the SINDARIN and the KHUZDUL.

ELDEST GOD Another name for SIEM.

ELENDSA The ruling house of Kaldor.

ELF See: SINDARIN.

ELKALL-ANUZ The legendary capital of Lothrim the Foulspawner. The city stood in the Chelna Gap.

ELKYRI The wives and helpmates of Sarajin. The number of Elkyri varies, but there are seldom more than a dozen.

ELMITHRI Water-dwelling sprites with great powers of enchantment. Elmithri can be mischievous or dangerous. They are similar and related to the Asiri.

ELNAR An island in the Indatha Straits, a fief of Melderyn.

ELOMIA, Princess of Enterprise. One of the seven demi-divine handmaidens of Halea. Elomia is a patron of business and is sometimes invoked to witness contracts.

ELORINAR A 2nd century kingdom located in northern Anadel. Elorinar was almost obliterated by rampaging Bujoc during the Migration Wars. Korob, the last king, swore fealty, in 223 to Shelir I of Melderyn who was somehow able to pacify the tribes.

ELORINSHIRE A shire of Melderyn.

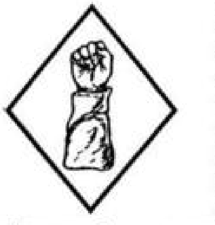
ELOS OF MESTIL (The Lost Prince) only son of Calin, 2nd king of Aleathia. A headstrong, arrogant youth, who demanded that his father crown him joint king. Calin answered that when Elos could demonstrate patience he would be rewarded. Elos swore to give his father the *Scepter of the Ancients*, and journeyed to Tesien and was never seen again. See; *Place of Bones* in **CK**.

ELSHAVEL The royal seat of king Aranath of the Sindarin in the Shava Forest.

ELTHIRON A great Sindarin warrior who tracked and slew the beast that killed his great love. The tale is recounted in the *Song of Elthiron* in **CK**.

EMABA A rough-water passage dividing the isle of Anfla from Hârn. Treacherous rocks on the lee shore of Cape Gemal have wrecked hundreds of ships.

EMBALMERS' GUILD Embalmers have a monopoly on the commercial preparation of corpses for burial. Some temples and noble houses bury their own dead, but they often employ master embalmers to do the work. Embalmers are skilled in all the prevalent local arts/customs and can make whatever arrangements are required. The embalmer's principal market is with the upper and middle classes; most simplefolk are cremated or buried in simple graves.



EMELRENE The nearest kingdom to Hârn on the Lythian mainland. Emelrene has a reputation for strangeness not unlike that of Melderyn.

ENGE The Dancer. A non-zodiacal constellation of the Southern sky.

ENLAYA An isle in the Gulf of Ederwyn.

ENORIEN The principal river of the Shava Forest. The river and its tributary streams are under the enchantment of King Aranath of Evael, at whose command they flow cool or cold, swiftly or not at all. The Sindarin are said to derive their longevity, good health, and youthful appearance from its waters.

EQUANI The warrior tribesmen of Equeth.

EQUETH A rough, forested coastal region in northern Hârn. Equeth is the montaine of the fierce *Equani*.

EREBIR (1) The last Chybisan king of the house of Rylia (563-475). Erebir was also king of Melderyn where he held the title Erebir V. (2) The name of five kings of Melderyn.

ERIEL (queen) the sixth monarch of Kanday (690-694).

ERMAEL The Unicorn. A non-zodiacal constellation of the Northern sky.

ERYN The principal river of Kanday.

ERYNASHIRE A shire of Kanday.

ESCUTCHEON (1) A term used in heraldry for a shield; (2) A symbol of honor.

ESTOC A sword with a narrow tapered, blade 36-48" in length. This weapon is specifically designed for puncturing mail and is known as *the thruster*. Most knights consider it a dishonorable weapon and will not be gentle with anyone foolish enough to carry one in their sight. It is rare.

ESURON A keep in Tharda.

ETHELANCA The Holy Office of the Church of Larani. Its mission is to root out corruption and heresy. The Ethelanca has sometimes been guilty of excessive zeal, for example during the Tobran Inquisition.

ETOBRON The 19th king of Melderyn (651-684).

EVAEL The last remnant of the elven kingdom which once covered all of Hârn. Some 14 centuries ago, unable to stem the tide of human immigration, the Sindarin renounced claim to Hârnic sovereignty and withdrew to the Shava Forest. Ulfshafen is the only port; and Elshavel, is the royal seat of Evael's founder King Aranath. The Shava Forest is known for all manner of strange enchantments. Humans are rarely welcome.

EZAR The grandmaster of the Company of the Copper Hook, responsible for starting Ezar's War. He was assassinated in 698.

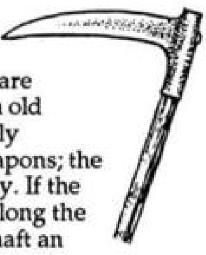
EZAR'S WAR The war between Kanday and Rethem from 682 to 697. The war began when the Company of the Copper Hook launched a surprise invasion of Kanday. After several years of maneuver and battle, and each side had seen two of its monarchs killed, Rethem sued for peace. The scars remain from Ezar's War. Skirmishing continues.

F

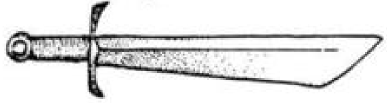
FAIRIE CIRCLE See Taru-im-Aina.

FAKANG The great double-bladed axe carried by Sarajin. One blade is dull silver, and the other gray. A single blow from Fakang can split a mountain, and cause storms or earthquakes.

FALCASTRA Essentially a scythe blade affixed at a right angle to a shaft 6-8 feet in length. Falcastras are peasant-made from old scythes, or carefully constructed as weapons; the difference is quality. If the blade is attached along the same axis as the shaft an inferior Glaive is produced.

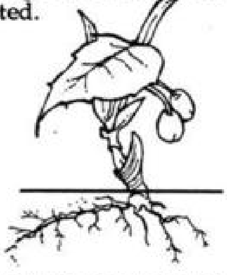


FALCHION A single-edged, heavy bladed cutting sword usually with a curved leading edge. A falchion has good cutting power and is usually 30-36" in length. It is not considered a chivalric weapon.



FANA A Gargun cave-complex in the Sorkin Mountains.

FANOSEL A short plant found in mixed and needleleaf forest, from which a powerful drug can be extracted.



FARDIR A pious priest and a knight of great prowess who led the early missionary work for the Church of Larani on Hârn. His tale is noted in *Spear of Shattered Sorrow* in **CK**,

FARIN A river in south central Hârn.

FARMING The legal name given to the process of leasing out land to FREEHOLDERS in return for payment in money or kind. The lessee is sometimes called the *farmer*. The term has nothing to do with growing crops, but since most land *farmed-out* is used for this purpose, it has become synonymous with the activity. Some kings farm-out the tax revenues of a shire, meaning they accept a negotiable annual payment from the SHERIFF, who may then keep all taxes he can collect for his own purse; this is a convenient arrangement for the crown, but subject to abuse by rapacious sheriffs.

FAYA The realm of the elves on YASHAIN.

FEALTY The obligation(s) of a vassal to his lord.

FEBEN A river of Orbaal.

FEE Another word for fief or foeff.

FEE SIMPLE A manner of holding land whereby the estate may be disposed of without any particular restrictions and/or without the consent of the local lord.

FEE TAILE A way of holding land such that there are restrictions on who may obtain the land. Most feudal land, is held *fee taile* in that it cannot be sold, or inherited without the consent of the liege (or granter) in as much as most/all land in a feudal kingdom really belongs to the monarch.

FELGOTH A Gargun cave-complex in the Sorkin Mountains.

FELONY A crime against the royal peace, a key element of royal justice that has radically altered the enforcement of law in feudal states. At each HUNDRED and shire moot the question is put to the jurors "whether any man present knows of any crime against the crown, or of any felons dwelling in the community". The jurors are sworn to give the particulars of any case of which they know, and the assembly may have the accused brought before it for trial. The principal difference between a felony and other types of crime is that the crown can initiate action against the accused, thus removing the burden to prosecute from an individual who often, under VENDETTA LAW, has insufficient power to get justice.

FELSHA MOUNTAINS Hârn's most inhospitable region, lying generally between Lake Benath and Kaldor. The range includes Mt. Wynan, Hârn's highest mountain, and its sister peak, Mt. Woben. Each peak has been rumored to house *LAHR-DARIN*. Ancient legend tells that in the distant past, Hârn was governed by a beneficent and most pious king and queen who, on ending their long and regal reigns, were transformed into these two great mountains. Atrocious winters, difficult terrain, and equally unpleasant inhabitants, make the Felsha Mountains a hard place to survive. The principal natives are Gargun and Ivashu.

FENERI: The Smith. Third constellation (Kelen 3rd—Nolus 3rd) of the Kethiran zodiac, located in the Northern sky.

The smith is symbolic of enterprise that wrests artifact from nature, particularly from metals that lay deep in Kethira's breast. This is the sign of forging and tempering, of the kind of ordeal that, while it may be unpleasant to experience, will make the victim stronger. It is symbolic of transformation; as spring changes to summer, so may the potential within a man be brought to fruition through strife.

Fenirians are manipulators. They make good craftsmen and derive pleasure from working with their hands. Their lives are, however, often difficult as they may journey from one test to another. They must learn to cast aside their failures and proceed to the next ordeal. It is not enough for them to recognize the beauty of the world, they must try to improve it.

FEUDALISM A political, social and military system whereby all land is owned by the king, who grants some or most of it as fiefs (or foeffs) to vassals. Fiefholders who hold directly from the sovereign are called *Tenants in Chief*. They in turn grant fiefs to lesser vassals, and so on for several layers. In exchange for the fief and its revenues, the fiefholder provides military service to the person who granted it (his liege). The process of territorial division is called *subinfeudation*. Each fief-grant is an individual contract between landholder and liege, involving service roughly proportional to the value of the fief. A *knight's fee* is the amount of land considered sufficient to support one knight. In most cases, a knight's fee is equivalent to a MANOR. The knight must report for duty with his liege, at his own expense, for a fixed period, usually 2-3 months, each year.

FIEF An estate of land held by a landholder from a liege lord.

FIERTH THE USURPER 8th king of Kaldor (377-385).

FIGHTING-ORDER An organization of warriors. Fighting-orders are generally comprised of a KNIGHTS-BACHELOR, but may also have commonalties of simple warriors. They usually profess some *high purpose* such as the religious conversion of a barbaric region, or the protection of an important institution. Some are cynical political pressure groups. The following are Hârn's principal fighting-orders:

AGRIKAN
  Cohorts of Gashang
  Copper Hook
  Crimson Dancer
  Demon Pameshlu the Insatiable
  Red Shadows of Herpa
  Companions of Roving Doom
  Warriors of Mamaka
LARANIAN
  Checkered Shield
  Lady of Paladins

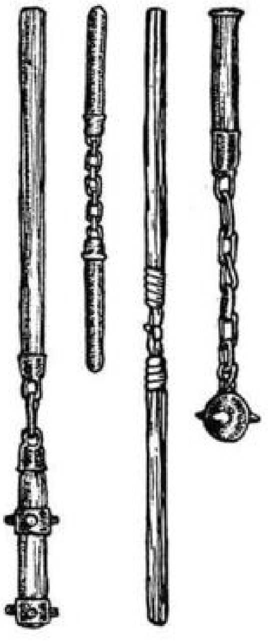
FIRIS A castle in Tharda.

FIRST GODS The first entities, able to "stand against the chaos". These beings were as much "principles of power" as true entities. When all Kelestia was threatened by the chaos, the First Gods made peace and each *stood upon a different part of the chaos and imposed their wills and forms upon it such that some portions were ruled by one alone, others by several jointly in varying degree, and one place would be the domain of none of them, and one would be equally the kingdom of all.* No one ever worshipped the First Gods. It was their peace that brought about all other creatures, including the Lesser Gods, who are now worshipped.

FIVE YEAR WAR (661–666) The war between Kanday and the Thardic League. The war was a victory for Kanday, but her gains were reversed in the Kuseme Wars.

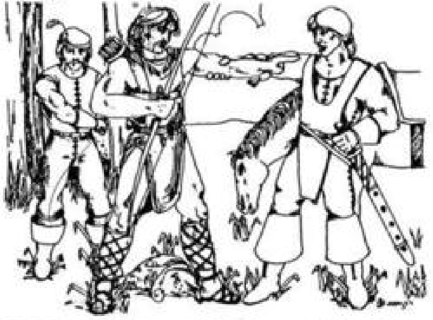
FLAILS Any articulated weapon with one or more balls or short staves affixed to a shaft-handle by rope, leather, or chain. Flails use centrifugal force to increase impact, and can be used to strangle, or to tangle an opponent's limbs or weapons. The chain weaves a complex path; flails are difficult to use safely.

The most common varieties of flail, illustrated right to left, are: Warflail, Nachakas, Grainflail, and Ball & Chain.



FOEFF see: Fief.

FOREST LAW Royal forests are administered under Forest Law and reserved for the king's hunting. Forest Law is a legal term which has nothing to do with trees, although most such areas are wooded. Poaching in a Royal Forest is a serious offense.



FORN 8th king of Melderyn (291-327).

FOULSPAWN See: Gargun.

FOULSPAWNER See: Lothrim.

FRANCHISE The legal right to operate a guilded business in a particular location. Franchises are not portable, and the number of franchises in each settlement is strictly limited by each Guild.

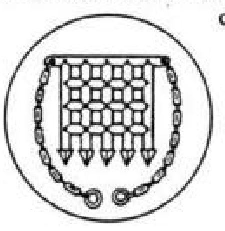
FREEHOLD: Land on which no Unfree obligations are due, a distinction that is often a matter of legal debate. Freeholders rarely own the land they work, paying rent or crop shares for its use, a legal process known as *farming*. Some freeholders are rural guildsmen such as millers or metalsmiths, who may or may not farm some acreage. Freeholders may come and go as they please, grow whatever crops they like, and appeal their lord's justice to the king's law, but in many ways, the unfree have more secure tenure than do freeholders.

FREELANCE An landless knight who earns a living by hiring himself out and/or fighting in tournaments.

FRUNIR A gambling game played with sticks and colored disks invented by the Urdu and spread throughout western Hârn.

FRYLUS The Fox. A non-zodiacal constellation of the Northern sky.

FUMING GATE An Agrikan clerical order which sponsors the fighting-order, Copper Hook. The Fuming Gate's only major temple is in Golotha.



FUR ROAD The trail running between Orbaal and Kaldor, so called because of the valuable shipments of furs brought south from Orbaal each spring.

FURLONG *Furrow Long*. A parcel of land in an open field, roughly ten acres, which is the amount that can be conveniently ploughed in one day. Furlongs are planted with a single crop, and subdivided into Selions.

FYSO A peak in the Jahl Mountains. See Jarin Bay.

FYVRIA The convocation of the Shek-Pvar with an elemental base of Earth. Its members specialize in the magick of green and growing things, the cycles of life and death.

G

GALEROTH Hârn's most famous elven harper, and perhaps the greatest storyteller who ever lived. Galeroth was a friend of Simple and GENTLE folk alike. Also a champion of great causes, Galeroth went missing after his last performance in Cherafir in 309TR. **Harp of ~** The bard's chosen instrument was a magical harp of great beauty and potence which he, naturally, made himself. Said to be one of the great wonders of the world, it went missing with Galeroth. See *Galeroth the Harper* in **CK**.

GALOPIA Princess of the Feast. One of the seven demi-divine handmaidens of Halea, sometimes (perhaps unfairly) called the *Glutton of Heaven*. She is a muse of pleasant repast and gourmet dining.

GAMBESON A quilt undercoat commonly worn under a hauberk. Gambesons cover shoulders, thorax, abdomen, hips, groin and thighs. They may be lengthened to cover the knees and may be half or full sleeved. The skirt is split to facilitate mounted use. Some Gambesons include high collars to protect the neck. Impoverished knights sometimes wear Gambesons by themselves, preferably reinforced with ring or scale.

GARDIREN A castle in Kaldor, the seat of clan Curo of Nephshire. It is the southern terminus of Noron's Way.

GARGOYLE See: UMBATHRI.

GARGUN A race of small, malevolent, humanoids, also known as *Foulspawn*, *orcs*, or *goblins*. The ancestral Gargun were created by LOTHRIM the Foulspawner to serve as warriors for his empire. They outlived their creator.

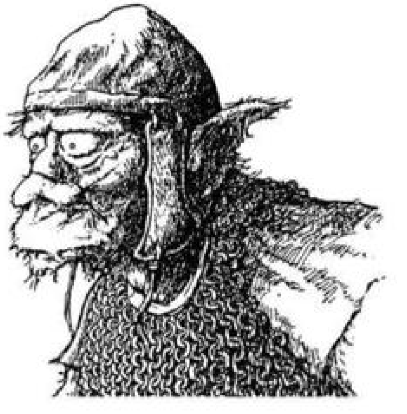
Gargun are vastly different from Hârn's other culture-forming races, and not merely because their bodies are covered with coarse fur. A Gargun tribe has one fertile *queen* and one king. The queen lays gelatinous eggs which if nurtured with rotting offal, hatch into fully-functional adults with racial memories. This preserves Gargun culture from one generation to the next. Infertile females are called *princesses* and are among the most vicious fighters of the tribe. Competition among males to become king, (thereby gaining access to the queen) is ruthless. Few kings survive more than a few months.

Gargun constantly squabble, and maim and kill each other. They have an abiding hatred for the Khuzdul and attack any dwarves they happen upon. The two races have a long history of mutual animosity dating from the CARNAGE OF KIRAZ.

By choice, Gargun eat only meat. They are cannibalistic at need, and enjoy human flesh; sometimes they kill their food before dining. As a rule, Gargun are nocturnal. Sometimes vast numbers of Gargun go berserk and *swarm* across the countryside destroying all in their path.

Gargun are divided into five distinct sub-species:

Gargu-Arak (Small or Streaked Orc) The smallest breed of Gargun, averaging about three feet in height, with streaky brown and tawny fur. They usually dwell in woodland or forest. Their dwellings are often crude huts or shelters, they sometimes nest in trees. Some tribes inhabits caves or construct lodges.



Gargu-Hyeka (Common or Brown Orc) Hyeka fur ranges in color from black to auburn and they average just under four feet in height. Bands may live in the mode of the Arak, but the hyeka are known for large cave-complexes, usually in or near mountains, containing thousands of gargun.

Gargu-Khanu (Great or Black Orc) At an average height of 4'2", the Gargu-khanu are the largest, strongest, and most murderous Gargun. Their fur is black or dark brown. Gargu-khanu may dwell in cave complexes, but they are more often found as the ruling elite in a hybrid culture with other Gargun.

Gargu-Kyani (White Orc) At an average height of 3'10", the Gargu-kyani are the second smallest sub-species. Their fur ranges in color from light brown to off-white. Although they sometimes roam in woodland bands like the Gargu-araki, they usually build cave-complexes in alpine regions. Of the various sub-species, the kyani are least violent and unpleasant. They keep dogs or wolves as pets, which they do not maltreat too much. They also produce finer artifacts, and possess an identifiable, if alien, sense of honor. Despite this, they still have an evil reputation and tend to avoid outsiders assiduously.

Gargu-Viasal (Red Orc) The Gargu-viasal, averaging four feet, are the second largest of the Gargun sub-species. Their fur is auburn to red in color. Apart from this they are similar to the Hyeka.

GARVIN BAY A body of water between Keron Island and the east coast of Hârn.

GASHANG The flaming red mace of the god Agrik. The fighting order the COHORTS OF GASHANG carry red-tipped maces as ceremonial weapons.

GAUNTLET Any heavy glove, generally made of leather or reinforced leather.

GEBRAL Chybisa's 20th ruler (590-627).

GEDAN An ancient Jarin burial ground in eastern Orbaal, sometimes called the *Lodge of a Thousand Souls*. See: **CK**.

GEDIL An island off the northeast coast of Orbaal.

GEDYF A Gargun cave-complex in the Rayesha Mountains.

GEKRISH The *Hands of Despair*. The demi-divine servant of Naveh whom the god most often sends to settle accounts with those who have offended him.

GELDEHEIM The strongest castle in Orbaal and the seat of King Alegar II, Valhakar of Clan Taareskeld.

GELDESFJORD The inlet and principal waterway in Orbaal. Geldeheim is located at its southern end.

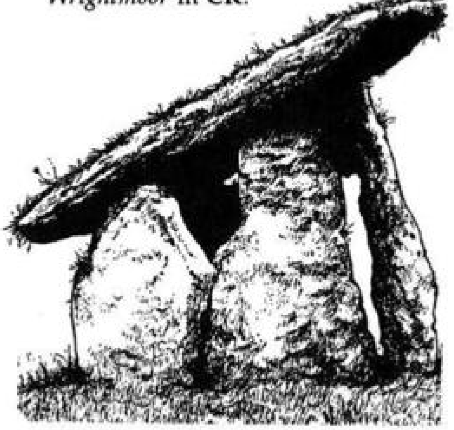
GELDYM FALLS A cataract on the River Pech in KOM.

GELEDOTH the ruling house of Chybisa.

GELEME River A minor tributary of the Kald in the Kathela Hills.

GELFEIN An old Jarin word for Chieftain or King.

GELIMO A henge of unknown origin on the rocky west coast of Melderyn, possibly of Earthmaster construction. There is a large Jarin burial ground nearby, called *Wightmoor*. All manner of strange happenings have been observed at the site. See, *Shepherd of Wrightmoor* in **CK**.



GEMAL, Cape The southwesternmost point of the Hârnic mainland. Notorious off-shore rocks are a ship graveyard.

GEMRIL The ninth king of Melderyn (327-369).

GENIN A great Melderyni wizard who met the survivors of the Aleathian Odyssey on Keboth, and led them to the mouth of the Horka River to found Thay. Some believe the Mage still lives; Thayans believe he will return to save the city should the need arise.

GENIN TRAIL The trail between Thay and Tashal, named after the great mage GENIN.

GENTLE A person or class of persons with the right to bear arms, use chivalric weapons and ride warhorses. The most fundamental distinction in status in feudal societies is that between gentlefolk (nobles) and simplefolk (commoners). Gentlefolk are better treated by the law which protects the privilege of rank. In a dispute between a noble and a simple person, there is rarely doubt as to the outcome.

Gentle status may be granted under complex rules by those who already have it, or may be obtained by birth or marriage. A person whose parents are gentle is of gentle birth. This has somewhat more status than obtaining gentility by marriage or grant, although the grantor may lend some of his own status to the grant — a man knighted by the king has more status than one knighted by an impoverished knight-bachelor.

Barons and earls have heritable titles, which remain with the family unless formally stripped by higher authority. Anyone who holds a heritable title, is married to, or is offspring of such a person is considered gentle. Gentlefolk with such titles are usually knights, but few knights have heritable titles.

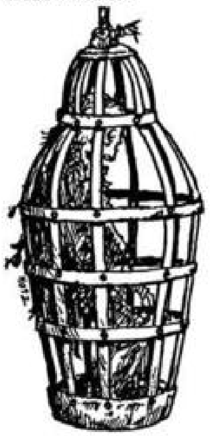
GERIAM The Bow. A non-zodiacal constellation of the Northern sky.

GERIUM A province of the Thardic Republic.

GESHTEI The capital of Gerium Province in Tharda.

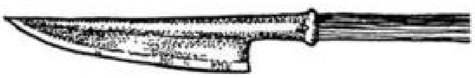
GIANT See: HRU

GIBBET A metal frame in which the body of an executed criminal is displayed as an example to others. See: ORGAEL WOOD.



GIFUSO A Gargun colony on the eastern edge of the Felsha Mountains.

GLAIVE Basically a spear with a six to eight foot shaft and a heavy cutting blade.



GLASSWORKERS' GUILD The art of glassworking is filled with magic. The Sindarin are famous for glasswork. Glass windows are too expensive for most Hârnians, but master glassworkers earn good livings making, among other things, pottery and stained glass.

GOBLIN See: GARGUN.

GODS/GODDESSES See: DEITIES.

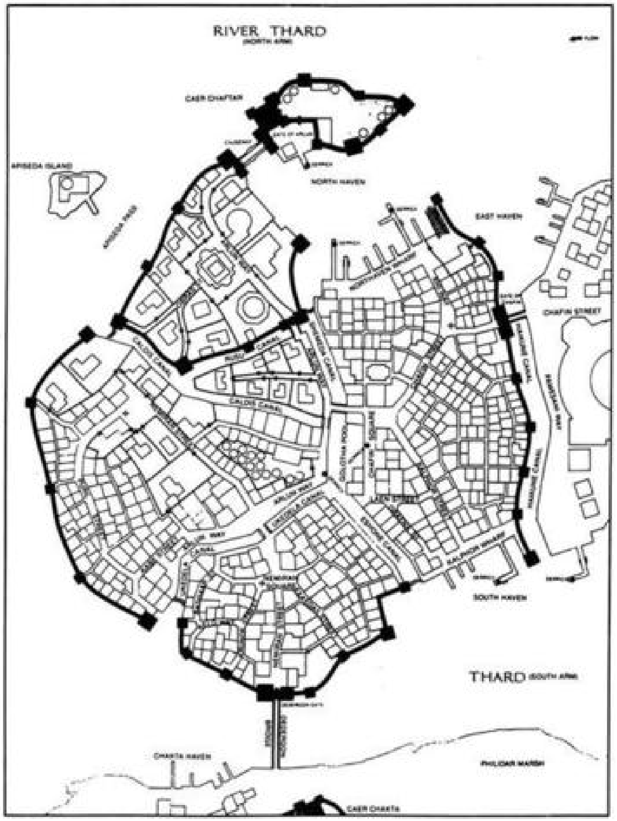
GODSTONES The most frightening of all the artifacts of the EARTHMASTERS are the enigmatic Godstones. They are known by various names, but godstone is the most common. No one knows what they are, or what they do, or how they work. Those who enter a godstone are never seen again. Some folk believe they are gates to other worlds. There are godstones at all EARTHMASTER sites.

GOLDEN ORB, Enclave of the Principal college of heralds in the Hârnic Isles, and residence of the Sunrise King of Arms, chief herald of Melderyn, Hârn, and Ivinia.

GOLOTHA The largest town in Rethem, located on an island at the mouth of the River Thard. Golotha is a chartered freetown, governed by, the *Heptarchial Council*, 7 "aldermen" dominated by the Church of Morgath.

The city was founded in 388 under the name of Merethos by Emperor Malian. As part of the CORANI EMPIRE, the city enjoyed prosperity as a port and trading center. In 562, Merethos was the first city to fall to the Balshan Jihad. The jihadists gave the city its present name. Golotha was the religious center of the new state religion, Morgathianism. In the chaos following the collapse of the Theocracy in 588, Golotha remained a Morgathian theocracy until conquered by ARLUN THE BARBARIAN in 635.

Golotha is a city of secrets and dark places. It's narrow, poorly lit streets are dangerous, even during the day. The evil temples virtually govern the town and have an almost free reign in their nefarious activities. Many citizens and visitors vanish without trace. The city is crossed by canals which are distinguishable from the sewers only by their depth and the presence of boats. The city suffered severe flooding in 707 when the Thard broke its banks. This was only the latest in a long series of such catastrophes, the worst being the Great Flood of 521 when half the city was destroyed.



GOLOTHA THEOCRACY A successor state to the Theocracy of Tekhos which controlled much of Rethem during the Interregnum, until 635 when it fell to Arlun who established the Kingdom of Rethem.

GOMETH 16th monarch of Chybisa (506-521).

GOMISEN A tributary of the Thard River.

GOZYDA Tribes of the Mimea Hills in western Hârn. The Gozyda adopt numerous outlaws from Tharda and Kanday.

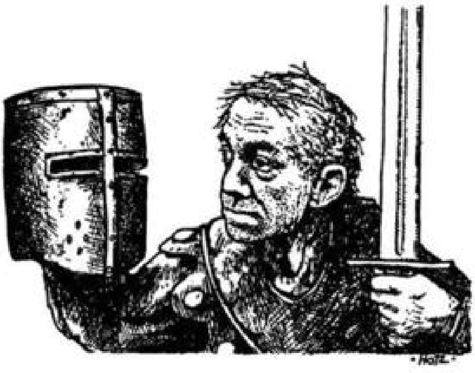
GRAINFLAIL A common threshing tool favored as a peasant weapon, basically an articulated staff. Grainflails consist of two 18-36 inch wooden staves, joined together by a leather thong. The handle staff is usually longer than the impact staff. See: Flail.

GRAY BLIGHT A disease that destroyed 80% of the crops in Tharda in 602. Thousands died in the resulting famine.

GRAY MAGE A supreme master of the Shek Pvar, so skilled as to be comfortable with the principles of all six convocations.

GRAY WHALE COLLEGE OF ARMS The principal college of Arms in Orbaal, residence of the Orbaal Herald.

GREAT HELM Any closed, plate helm, covering the skull, face, and neck. Except for point strikes, the eyes are also protected. Although great helms give complete protection to the head some warriors dislike the restricted vision they afford. A Great helm can only be worn with an arming cap, or a short, quilted cowl.



GREAVES Plate or Kurbul armour for the lower leg, giving protection to the calves and shins.

GREEN TOWER The origin of the *Tomes of the Green Tower*. The tower stood as an island of calm in the murky, primal chaos. To this place came great immortal sages who committed their journals to the copper walls. Since then, various mortal scholars claim to have visited the Green Tower to read the wisdom of the walls. These writings were compiled in the time of Lothrim by *Nala-Uroh*, a sage of Elkall-Anuz. His book is the only surviving form of the Tomes. The Tomes of the Green Tower are significant in that they came to form the basis of the Twentieth Tome.

GUILD An organization of professionals or craftsmen within a field. In Western Lythia, guilds enjoy monopolistic powers over their occupations to the extent that it is virtually impossible to establish a business within their control, without belonging to the applicable guild. Virtually all profitable, non-agricultural economic activity falls within the monopoly of one of the guilds.

Each of the following guilds has an entry: Apothecaries, Arcane Lore, Chandlers, Charcoalers, Clothiers, Courtesans, Embalmers, Glassworkers, Harpers, Heralds, Hideworkers, Innkeepers, Jewelers, Lexigraphers, Litigants, Locksmiths, Masons, Mercantylers, Metalsmiths, Millers & Millwrights, Miners, Ostlers, Perfumers, Potters, Physicians, Pilots, Salters, Seamen, Shipwrights, Tentmakers, Thespians, Weaponcrafters, Woodcrafters.

Most guilds have three ranks: Apprentice, Journeyman and Master.

Apprentice — Guilds may admit whomever they please, but apprenticeship is a privilege usually granted to the eldest children of existing masters.

Journeyman are expected to travel, working for as many masters as possible. After 3-5 years, and bearing the endorsements of at least three masters, a journeyman may apply to any board of syndics for promotion to the rank of master.

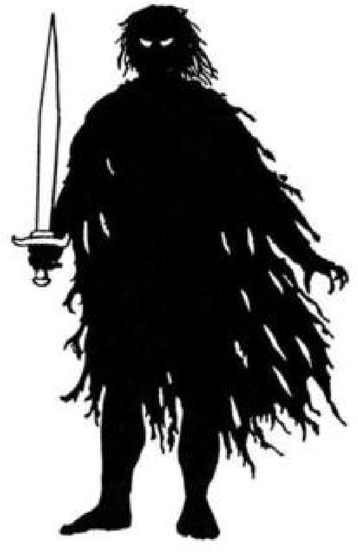
Master — There are two types of master in most guilds: Freemaster and Bonded Master. A freemaster is one who holds a franchise to operate his own business. A bonded master works under contract for a wealthy institution or individual.

Guilds limit the franchises in each settlement; obtaining a new one is difficult. A newly created master is not automatically granted a franchise which must be inherited or purchased; the fees typically range from two to ten times the annual income of a master (plus bribes). Some masters never obtain franchises.

Guilds establish "fair price" guidelines. A master who sells high quality wares too cheaply or inferior goods to dearly will receive a visit from guild officials. They will remind him that fines can be imposed and, ultimately, franchises can be revoked.

Syndics and Guildmasters — All masters are voting members of their local guild chapters. They elect a *Board of Syndics*, who appoint a *Guildmaster* from among themselves. Guildmasters are responsible for administration of the guild chapter. Except in wealthy chapters, syndics and guildmasters continue to operate their own franchises. The guildmaster represents the guild in the local Mangai, to the local government, and at regional conventions. Not all chapters are large enough to require syndics.

GULMORVRIN The most feared of the undead of Morgath. Possessed of demonic power, the Gulmorvrin are governed by the great demon *Klyss*, and exist only to serve their evil master. When touched by the *Shadow of Bukrai*, a force exuded by Gulmorvrin, the weak-willed fall into the *endless death*. In their new form, they receive the *Shadow*. If the Gulmorvrin serves well, it may be given additional powers, and possibly a *Bukrai Blade*, a sword that enhances its wielder's *Shadow*. Regardless of how well a Gulmorvrin victim serves, eternal suffering is it's ultimate reward.



GURIM Primate of Morgath. There are 13 Gurima.

GWYDRIEL An evil sorceress of great power. Leader of the MORSINA.

GYTEVESHA The invisible minions of NAVEH.

GYTHRUN CASTLE The principal seat of the Earl of Biren in Melderyn.

GYZEM An island in the Gulf of Ederwyn, near the sunken city of RIDOW.

H

HABE A human settlement of JARIN blood in the dwarven Kingdom of Azadmere. The keep has been held by clan Kophar for almost 600 years.

HABERGEON An armoured shirt that covers the shoulders, thorax, abdomen, hips, groin, and upper arms. Habergeons are usually made of scale or mail. They may be long sleeved, half-sleeved, or (rarely) sleeveless

HABSULARA A blue springflower found in pasture land. Used by physicians to treat maladies of the brain.

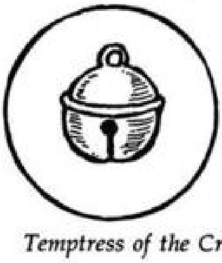
HAGINED The founder and first king (689-692) of Orbaal.

HAIN The founder and first king (137-166) of Pagostra.

HALANE The eighth month by TUZYN RECKONING.

HALDAN (1) ~ **the Elder** The 19th monarch of Kaldor (603-636) and founder of the ruling house of Elendsa. Haldan achieved power after a four year baronial revolt. He fostered a return to traditional feudalism. (2) ~ **the Younger** The 20th monarch of Kaldor (636-651).

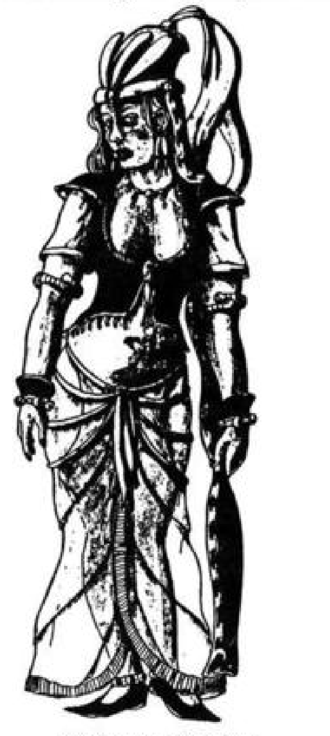
HALEA *The Empress of Opulence, Maker of Bargains, Guardian of the Treasure Hordes, Queen of Pleasures, Enslaver of Hearts and Loins, Unchaste Lady of Ten Forgotten Acts, Temptress of the Crimson Chamber.*



Halea is the amoral Goddess of wealth and pleasure. Often regarded as the most beautiful creature of Kelestia, one whose true form would drive men mad with passion, she appears to mortals in the guise of an "ordinary" beautiful young woman. Halea is the Goddess of those who would live moment by moment, wringing from each instant its uttermost yield of hedonistic pleasure. She is the deity of those who crave wealth and the pleasures that wealth can bring. She is not, as some would have it, shallow or empty-headed. Halea is a shrewd schemer, renowned for her ability to seduce the reason with her silken voice and subtle arts.

Halea lives in the *Crimson Chamber* where her "chosen" enjoy an afterlife of sexual, culinary, and other erotic pleasures, until they go mad and are replaced by new chosen.

Halea requires no particular morality of her adherents but she demands unswerving devotion and loves elaborate rituals and flattery. Many followers donate as much as half their incomes to her church and if they deem this prudent, who can argue? Halea is an easy deity to worship; she is the *Maker of Bargains*, willing to negotiate for her favors. She prefers to bargain from a position of strength with those in great need. Halea always keeps the pacts she makes, although not always in the way anticipated. Those who would bargain with the *Unchaste Lady* had best hasten to fulfill their part; Halea is a jealous mistress, quick to anger.



Priestess of Halea

Many scholars do not credit the clerics or lay-followers of the Golden Lady with much intellectual depth, but priestesses may be found in high administrative posts in the governments of Tharda. There are no Halean fighting orders. The Order of the Silken Voice is the only clerical order.

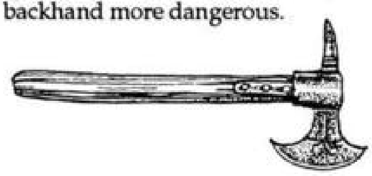
Halea's priesthood is composed entirely of women of pleasant appearance fond of esoteric frills and ambiguous wording. Their ritual garb is diaphanous and of all the hues of the rainbow, but the colors purple, crimson, and gold predominate. Popular symbols include stylized bells, coins, and genitalia. A priestess conducting a ceremony improvises or composes the service as she proceeds. There are major temples to Halea in all Hârnic cities, and many of the smaller towns as well. Monthly high masses always end in orgies and are well attended.

HALF-VILLEIN An unfree peasant, typically holding about 15 acres.

HALFHELM Any helmet made of KURBUL, Ring (leather mounted in a metal frame), or Plate that covers the skull. Helmets may have nasals, cheek-pieces, neck guards, or eye guards for additional protection. Typical helmet types include the skullcap, conical cap, pothelm, or kettle hat.

HALFLINGS A race of half-sized, humanly proportioned beings. They are said to dwell on an island in the Gulf of Ederwyn. Some believe they come from another world.

HANDAXE Any combat axe designed to be used in one hand. Most handaxes are single-bladed, with spike(s) to make the thrust and/or backhand more dangerous.



HAONIC OCEAN The body of water lying between the west coast of Hârn and the edge of the world. None but the bravest of mariners venture far into its stormy waters.

HAPALAN Pontiff of the Church of PEONI, whose dwelling place is Perna in TRIERZON. The office alternates between male and female priests.

HARBAAL A kingdom near Ivinia.

HARBORMASTER A civic official in charge of a port, appointed by the MAYOR or ALDERMEN. S/he is either a retired Pilot or a political appointee who hires a master pilot as an assistant. Harbormasters supervise port maintenance, provide pilotage services, and collect pilotage, wharfage, and vessel registration fees.

HARBRAEN A prophet of the Church of Peoni who performed missionary work in Shorkyne and was slain by Agrikans. His final resting place in Shorkyne, called *Harbraen's Plot*, has repeatedly demonstrated miraculous healing properties and is a popular destination for pilgrims.

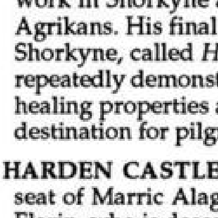
HARDEN CASTLE The principal seat of Marric Alaga, the Earl of Elorin, who is descended from the ancient kings of ELORINAR.

HARMAZAD A fortress or city of the Khuzdul (?) during the Atani Wars.

HÂRN The largest, by far, of the Hârnic Isles. Hârn is a misty forested island with large wilderness tracts & many strange creatures.

HÂRNIC ISLES An group of 350 islands lying off the NW coast of Lythia.

HARP OF GALEROTH see: GALEROTH.



HARPERS' GUILD Harpers are accomplished musicians, most of whom earn their living as performers, although some specialize in the crafting of fine musical instruments such as the harp, flute, drum, horn, and lute. Truly great harpers can make instruments of seemingly awesome enchantment, and some can coax any emotions they wish from their listeners. Harpers play an important role in the conveyance of news, tales, legends and oral histories. Minstrels from afar are in great demand for their songs and tales of strange folk and faraway places. Ivinian skalds are noted for their epic, heroic tales. While they rarely play for outsiders, the Sindarin are, without doubt, the best harpers, known for beautiful but often unfathomable songs.

HARPY or HARPIE See: YELGRI.

HARTBOW The Sindarin SHORTBOW.

HAUBERK A coat made of ring, scale, or mail. Hauberks cover the shoulders, thorax, abdomen, hips, groin and thighs. They may be lengthened to cover the knees or more rarely down to the calves. The skirt is usually split for mounted use. Hauberks are either half-sleeved or full-sleeved.

HAWKING FEE See: BONDING FEE.

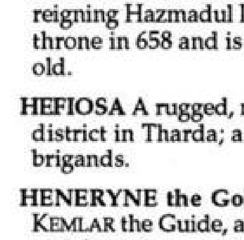
HAZMADUL The name of three kings of Azadmere, including the presently reigning Hazmadul III who took the throne in 658 and is over 200 years old.

HEFIOSA A rugged, mountainous district in Tharda; a sanctuary for brigands.

HENERYNE the Golden Wife of KEMLAR the Guide, and, with Kemlar and CRADOR, one of the trinity of Kuboran deities. Heneryne is a godess of fertility, good weather, and health, but can also be a bringer of blight, disease, and foul weather.

HEPEKERIA A desert land of fierce barbarians, famous for its magical THANATH swords, located beyond the Venarian Sea.

HERALD OF THE RED DOME Chief herald of Tharda (the republic), who's residence is at the Palace of Gules in Coranan.



HERALDS' GUILD The College of Heralds is closely associated with the nobility. All young nobles must learn the fundamentals of heraldry, and those unlikely to inherit much of anything form the majority of college entrants. Most heralds are bonded to noble households where they are responsible for keeping family genealogies and arms, and teaching clan history. A few heralds also play an important role as ambassadors, skilled in the etiquette of diplomacy and war. They are afforded a high degree of political neutrality. When a battle is to be joined, heralds from opposing camps meet to exchange formalities, conduct last minute negotiations, discuss terms of surrender, etc. Opposing heralds often watch the battle from the same spot.

The colleges in which heralds receive their advanced training are also the repositories for heraldic records. All Hârnic realms have regional colleges. The Melderyni college at Cherafir holds the official archives for the entire Hârnic Isles, and is residence of the chief herald of Hârn, the Sunrise King of Arms. The grounds of colleges are inviolate by law; even kings are forbidden to enter without invitation.

Only nobles, fighting-orders, and standing legions may receive grants of arms; only the College of Heralds may make such grants. An application for a grant of arms requires that a unique design be submitted to the nearest regional college, which then passes it along to Cherafir for Hârnic registration. It takes at least 4 months for a grant to be approved, longer if design conflicts arise. Registration fees are about 5,000d, payable in advance. When the holder of a grant of arms travels beyond the Hârnic Isles, he is required to *difference* his arms by adding a scalloped azure *bordure* to his escutcheon (shield). This marking is exclusive to Hârn.

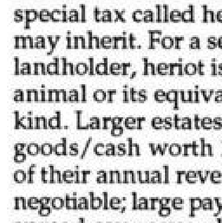
HERAS A large lake on the River Farin in the west of the Chelna Gap.

HEREB A peak in the Sorkin Mountains near Azadmere.

HEREDYN A leper village across the Horka River from Thay. Heredyn is maintained by the Church of Peoni.

HERIOT Whenever a feudal landholder dies his heir(s) must pay a special tax called heriot before they may inherit. For a serf or minor landholder, heriot is the holding's best animal or its equivalent in cash or kind. Larger estates generally pay goods/cash worth 20-100% percent of their annual revenue. Heriot is negotiable; large payments may be spread over several years.

HEROTH CASTLE The seat of Sinel Cassean, the Earl of Heroth in Kanday.



HERPA THE MACE An Agrikan clerical order sponsoring the fighting-order, RED SHADOWS OF HERPA. This is the most mystical of Agrik's orders; it deeply involves itself in politics, favoring a crusade against the "Laranian" kingdoms of Kaldor, Kanday, and Melderyn. It's temple is in Golotha. In 714, a faction broke off to form the Order of the EIGHT DEMONS.

HERPA, The Mace A non-zodiacal constellation of the Northern sky.

HERTH-AKAN A deadly ritual of the Church of Naveh, whereby the victim is given is given a one hour start and for three successive days and nights must avoid the murderous pursuit of seven Navehan clerics. If the victim survives (few do) he is allow to live, but the seven pursuers must then undertake ceremonial suicide,

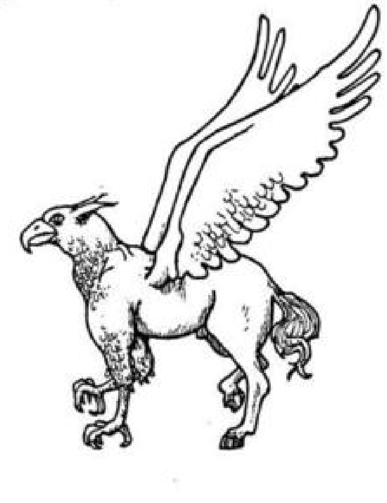
HIDEWORKERS' GUILD Members of the Hideworkers Guild monopolize the curing of all types of hides and leatherworking. A master hideworker's establishment may be a tannery where hides are cured or a shop where leather products such as boots, belts, or whips are made. Tanneries are nearly always located on the downwind outskirts of a town because of the stench.

HIKUN A rich gold and silver mining district around Geldym Falls on the River Pech in the Thardic province of Kom.

HILENEA The pontiff of the Halean church. The Hilenea is headquartered in the city of Helas in the eastern Venarian Sea.

HIMOD A wilderness between the Jahl and Rayesha Mountains. Himod is the range of the Ymodi, tribesmen known for their tracking and hunting skills.

HIRENU A chimera with the body and hindquarters of a horse, and a neck, head and wings of an eagle. The Hirenu is omnivorous and is particularly fond of horse meat.



HIRIN: The Eagle Seventh constellation (Azura 6th—Halane 4th) of the Kethiran zodiac, located in the Southern sky.

Hirin has much in common with Nadai. The active spirit is free in skies that may not even be apparent to others. The eagle cannot be constrained, his soaring thoughts will find solutions to the greatest problems and will swoop suddenly to the kill.

The Hirinan is more precise than the Nadaian. His efforts are less diffuse and his solutions are executed with rapid flurries of intense action. But he may crash, and failure can be particularly damaging. Persons born under the eagle tend to resent authority, but may not oppose it openly. They chafe and flutter against restraint or confinement, but their thoughts are of escape rather than vengeance. They are often intelligent and detached and can be merciless, watching things happen as if from on high, only now and then swooping down to take action that is almost always painful to someone.

HIRI-DELYN A marvelous vest of Earthmaster Origin (?) impermeable to all manner of harm. The Hiri-Delyn is owned by the king of Kanday.

HODIRI The tribal nation of Horadir in southeast Hârn. They are fierce warriors and fine horsemen.

HOENGREB A peak in the Jahls.

HOHNAMSHIRE A shire in Rethem.

HOJ A peak in the Felsha Mountains.

HOLY OAK, Enclave of the Residence of the Acorn King of Arms, chief herald of Kaldor, in Tashal.

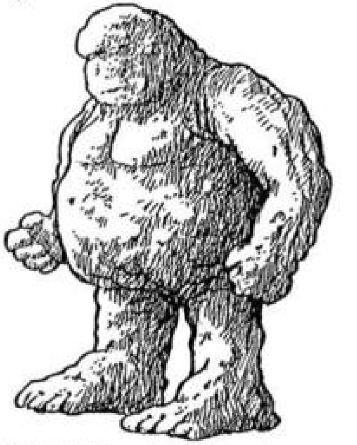
HORAB Hârn's southernmost headland, Cape Horab is *World's End* to the Hodiri. It's gentle, shore has lured many ships to their doom, wrecked by strong tidal currents.

HORADIR A woodland plain in SE Hârn, home to the Hodiri tribes, and claimed by the Earl of Elorin who calls it Dyriamarch.

HORAHNAM OF TEKHOS The founder and only tyrant of the Theocracy of Tekhos. Horahnam was a Morgathian priest of gentle birth. His family, clan Tekhos, governed Shiran province during the last years of the Corani Empire. In 564, Horahnam seized power by murdering his father and brother and sided with the Balshan Jihad. This treachery ensured the demise of the Empire, which fell in 565. Horahnam emerged as the Balshan leader, and founded the Theocracy in 568. He ruled for 20 years until his murder in 588. The Theocracy did not long outlive him.

HORKA A river rising in the Anadel highlands, flowing into the Sea of Ivae. The river is the northern boundary of mainland Melderyn The city of Thay lies at its mouth.

HRU Known as the *rock giant*, the giant Hru may attain 15 feet in height and 4 tons in weight. They are nocturnal. Their strange rumbling songs in the dead of night, and their earth-shaking strides, have frightened many a traveler.



HUNDRED An administrative district of a Shire, governed by a Bailiff of the Hundred.

HUXUTH A Gargun colony between the Felsha and Rayesha Mountains.

HYEN A keep in Rethem, headquarters of the Company of the Copper Hook.

HYN-AELORI *(Order of the Sage of Heaven)* One of 3 clerical orders of the Church of Save-K'nor. It is the largest and most conservative order for this church.

HYVRIK The Laranian clerical order which sponsors the fighting-order, Checkered Shield. Headquartered in Aleath, the order holds vast estates throughout Kanday.

HYVRIK The red and white checkered shield of the goddess Larani.

I

IBONOST A keep in Kanday, the ancestral home of the house of Kand.

IBUTHINE The 4th king of Kaldor (279-307).

IDAIN A minor river in the Sorkins.

IDJAR ONE EYE An AVALIR who dwells at Idjarheim in Ivinia. Idjar used magic to enter TALAGAAD before his time and was cursed by Sarajin. The nature of the curse is unclear since Idjar will not speak of it.

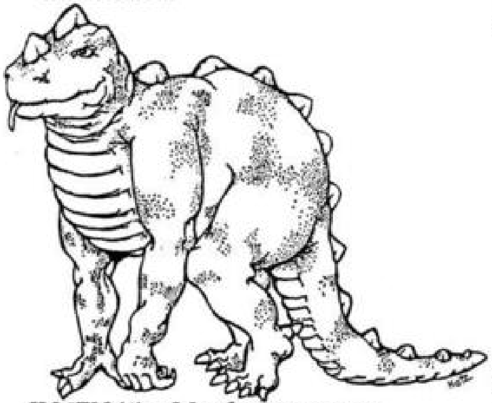
IEMALAD The 18th monarch of Kaldor (588-599).

IKOM An island off the north coast of Melderyn.

IKOSHIRE A shire in Melderyn.

ILLIMITABLE TOME The great book in the keeping of Save-K'nor in which all the knowledge of gods and men is writ. See also: CONCORDAT OF THE ~

ILME A dragon-like race in eastern Hârn, most often reported to inhabit the marshy shores of Lake Tontury. They are semi-intelligent creatures, and the female of the species should be much feared.



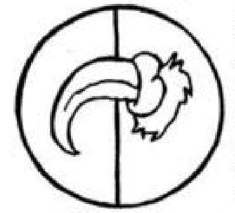
ILMEN (1) ~ Marsh a swamp on Tontury Lake drained by (2) ~ **River**.

ILPYLEN The first prophet of Agrik, a warrior of the Kuldrh tribe c.1500BT.

ILSIR (pl. *Ilsiri*) Small ethereal, humanoid creatures said to have been awakened by SIEM during his sojourn on Hârn. Usually shy and gentle, they can be mischievous.

ILVIN The 10th month by Tuzyn Reckoning, the 1st month of winter.

ILVIR *Master of Araka-Kalai, Brooder in the Blasted Plains, Accursed Lord of the Barren Cycle, Prince of the Fatherless Multitude, Craven Lord of Sterile Lands.*



Ilvir is the only deity who dwells permanently on Hârn. He is best known as the lord-creator of the Ivashu. Ilvir is known as the *Craven Lord* because he seldom ventures from his home at Araka-Kalai. He is symbolized by a sundered claw, the severed claws of Agrik from which Ilvir makes his creatures. His colors are yellow and brown.

Ilvir makes few demands on his followers and gives little in return. The religion is shrouded in so much mysticism that many claim even its clerics have no idea of what is going on. Ceremonies have been known to include animal and even human sacrifice, but this does not seem to be an official part of ritual. There are numerous doctrines, some quite contradictory, and dozens of minor sects.

The worship of Ilvir is scattered widely throughout Hârn, but is uncommon except among the Jarin of Orbaal. Major temples exist in Leriel, Golotha, Shiran, and Tashal.

ILVIR'S SHAFT See: ARAKA-KALAI.

ILVIRIC DUALISM The school of Ilviran thought which holds that each being has two souls, one that stays with the body after death, and the other that goes to its afterlife. The first soul controls the mundane aspects life, and the second is the creative intelligence stimulated, or even created by the deity. Some sects have extrapolated this theory to preach that all creatures are the inventions of Ilvir and that all beings return to Araka-Kalai after death.

ILYASHA See: YERIT.

IMADAIN The name of 3 kings of Melderyn.

IMMUTABLE ONES The FIRST GODS.

IMRIS RIVER A tributary of the Thard.

IMRIUM A castle in Tharda known for its salt production.

INDATHA STRAITS The island studded narrows between Melderyn and SE Hârn.

INNKEEPERS' GUILD Innkeepers have a monopoly on the operation of Inns & taverns and on the manufacture and sale of alcoholic beverages. Most inns brew their own beers (beer does not travel well) but wines and spirits may be imported. There are two levels of guild franchise: Inns and Taverns. The latter are not supposed to offer sleeping accommodation, or serve hot meals, but these distinctions are sometimes abused. Many inns have an ostler's establishment adjoining - the ostler is either bonded to the innkeeper or operates his own franchise in partnership.

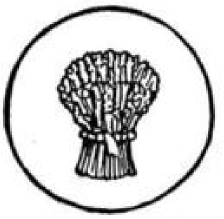
Inn prices depend mainly on the location and clientele served. Typically, a pint of ale, cider, or mead will cost one farthing, as might a cold meal of bread and cheese. But a hot bowl of soup or stew, served with warm, fresh bread may cost as much as a penny. Meat roasts and other luxuries can be bought in the better inns for 2-12d per serving. Accommodation prices (per night) range from a halfpenny to sixpence for a private room. Prices always soar during local festivals and holidays.

INOR TETH The residence of SAVE-K'NOR, a massive blocky structure on neutral ground on Yashain. Inor Teth is a maze containing all the knowledge of the worlds.

INQUEST (or *Sworn* Inquest). A form of legal procedure, usually confined to royal courts, wherein the presiding officer appoints a jury, usually of prominent neighbors (jurors), to whom specific questions of fact are put. Witnesses may be called and questioned under oath. The jurors' answer (the verdict) may be from personal knowledge, or from local gossip, but will at least be based on some kind of evidence rather than superstition or expedient.

INTERREGNUM The period of war and chaos throughout Tharda following the collapse of the Theocracy of Tekhos in 588. The Interregnum had no clear end, but the kingdoms of Kanday, and Rethem and the Republics of Coranan and Shiran grew from the ashes.

IRACU MINES A fabulously wealthy mine worked by the KHUZDUL of KIRAZ until the CARNAGE OF KIRAZ. In its prime, Iracu was the deepest and richest gold, silver, and mythral mine in history. Many of the deep passages are inhabited by ghosts and demons. Iracu is located somewhere north of Lake Benath, but the exact location is unknown.



IRREPROACHABLE ORDER The celibate, male, clerical order of the Church of Peoni, brother-order of the female *Balm of Joy*. The reason for the existence of two separate orders is their celibacy. The chief temple of the order is in the city of Aleath. The male order tends to look to the female order for leadership, especially to the Hârnic primate in Thay.

ISAGRA see: WHIP.

ISULON A short river near Mount Uthoc in the Felsha Mountains.

ITHIKO CASTLE Seat of Herrin Barzak, the Earl of Ithiko in Rethem. Ithiko is infamous as the birthplace of the prophet BALSHA (520) and the rallying point of the Balshan Jihad. The defenses of Ithiko were improved by *Arlun the Barbarian* who made it a royal castle in 648.

ITIKIR, Sea of The sea north of Hârn. It is known for its year round unpleasant weather.

IVAE, Sea of An arm of the Sea of Itikir, separating Hârn from the continent of Lythia. The Sea is named for the inhabitants of the far shores, the Ivinians.

IVASHI The language of the Ivashu (those that can speak) and the secret temple tongue of the Ilviran church. It is a fairly simple tongue, but capable of conveying rich emotional content.

IVASHU The creatures created by the god ILVIR. When they die, the Ivashu are reborn at Araka-Kalai. Some are taken captive for shipment to Tharda where they appear in the PAMESANI. The Ivashu possess strange powers.

IVINIA A land northeast of Hârn, brimming with warring kingdoms, icy fjords, and bold mariners.

IVINIAN CONQUEST The conquest of Jara, subsequently renamed Orbaal, by Ivinian seafaring clans (652-682). This was by no means an organized conquest; the Ivinians fought each other as much as the Jarin.

IZORA A district of abandoned Khuzan gold and silver mines in the Rayesha Mountains. The location of the mines was lost when the Khuzdul departed Kiraz, but in 590 they were rediscovered by an expedition from Shiran. For almost a century the mines yielded gold and silver. The camps were massacred by Gargun in 684 and the mines were again abandoned. There has been talk of reopening the mines, said to "hold the golden heart of Halea herself", but talk is cheap.

J

JAFTE A peak in the Jahl Mountains.

JAHL MOUNTAINS The mountainous backbone of Orbaal. The region is home to several Gargun nations. The easternmost peak, Mt. Fyso, called by some *Windheim*, is home of BJAKA, a wind-demon known as the scourge of Jarin Bay. Another peak of note is Mt. Quorone, a mountain overlooking Quimen Keep, which has some obscure religious significance to the Jarin. The highest peak is majestic Mt. Aelenwe.

JALIEN OF SHIRAN 4th Autarch (657-661)of the Thardic League.

JANAKOR 2nd king of Elorinar (190-218).

JARA The original (Jarin) name of Orbaal.

JARIG A swift river rising in the Jahl Mountains.

JARIGA A lake in the Jahl Mountains.

JARIN The first human inhabitants of Hârn and their descendants. Most Jarin now live in Orbaal, but small communities exist within Azadmere and Evael, and the majority of Hârnians have some Jarin blood.

The Jarin lived a long time with the Sindarin and Khuzdul prior to the Atani Wars and acquired an affinity with the Elder Folk which they still possess. They are essentially a peaceful people and, though xenophobic, they are fierce warriors when well led. In Orbaal today, the Jarin are mainly thralls (slaves) of their Ivinian overlords, but independent settlements have survived here and there, and active resistance movements exist. The JARIN REBELLION (701-03) proved that the situation between Jarin and Ivinian in Orbaal is far from placid.

JARIN BAY A body of water separating the Balakas from the mainland of Orbaal. Jarin Bay is noted for sudden westerlies that have sent many unwary seamen to the bottom. See: BJAKA.

JARIN REBELLION A two year revolt (701-703) in which the Jarin attempted to expel their Ivinian overlords from Orbaal. It failed due to Jarin disunity.

JARLAK A demigod and symbol of the god SARAJIN. Jarlak is king of the snow wolves of TALAGAAD.

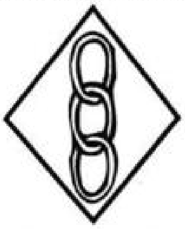
JAVELIN A light spear designed for throwing.

JAZERANT see: KELZRAH

JEBRU A river flowing from Anadel across Horadir into the Gulf of Ederwyn.

JENZU A peak in the Sorkins.

JETUST A keep in Melderyn. Nearby is the mysterious *Long Man of Hotsus*, a man-shape carved into a hillside. The Long Man has magical properties.



JEWELERS" GUILD A master jeweler is an expert goldsmith, silversmith, engraver, and jeweler, although he may specialize. Some masters specialize in engraving, making seals and signets to order, and a few are licensed to strike coins or are bonded as coin makers to royal mints. Very few human jewelers can match the skills of the Khuzdul and Sindarin.

JMORVI The convocation of the Shek-Pvar with an elemental base of metal and/or mineral.

JOBASA A Gargun cave complex in the Rayesha Mountains.

JOBUS A peak in the Rayesha Mountains.

JOTHET A keep in Melderyn.

JUFYX A Gargun cave-complex in the Rayesha Mountains.

JUSIKU A Gargun cave-complex north of Lake Benath.

K

KABE The 5th monarch (689-692) of Rethem.

KABLOQ The forested alluvial plain of the Dygu River, on the northern shore of Lake Benath.

KABLOQUI The tribal inhabitants of Kabloq. They are cannibals.

KADAG STRAIT A body of water off Peran.

KALABIN 2nd King of Kaldor (192-239). On the death of LOTIN THE GRAY, the barons of Nurelia voted the crown to Kalabin rather than to the 14 year old Prince Brant. The prince's suspicious disappearance in 237 sparked a baronial revolt in Nurelia which Kalabin put down at the Battle of Olokand in 238.

KALD, RIVER Hârn's longest river (over 150 leagues), the Kald rises in the Sorkin Mountains and flows south into the Gulf of Chakro. Barsothe and Tuleme Falls make the river almost useless for navigation. Seasonal trout and salmon fishing is abundant.

KALDOR (1) The watershed of the Kald River, lying generally between the Sorkin and Felsha Mountains. (2) Kingdom of ~ Founded more than five centuries ago (188), Kaldor is a feudal state ruled by King Miganath from Tashal. Throughout its history, external threats to Kaldor have been minimal but internal strife has been common, notably the Kaldoric Civil War (362-377) and Baronial Revolt (599-603). Both conflicts were the result of a tendency for kings of Kaldor to draw power into their own hands at the expense of the barons. The most recent dynasty (Elendsa), founded in 603, has encouraged a return to traditional feudalism and chivalry, while maintaining a tradition of royal justice. Kaldor is now ruled by King Miganath

Miganath, was 41 years old when he succeeded his father (Torastra) in 693. Always sickly, his imminent death from any of his numerous ailments has been yearly predicted. After 27 years, the aged king continues to baffle his subjects simply by living. Because of his poor health, he has never married, leaving the succession in doubt between several bastard sons, and a score of nieces and nephews.

KALDORIC CIVIL WAR The period of warfare from 362 to 377 during which Aidrik II, the legitimate heir, vied with Fierth the Usurper who claimed to be his bastard elder brother. After 15 years of struggle, Fierth won a decisive victory at the Battle of Kiban in 377, founding a new dynasty which lasted until the murder of his son and successor Uthred in 406.

KAMACE An island southwest of Hârn. Trees in exposed locales are stunted and lean dramatically to leeward, giving an eerie impression. A Thardic legend recounts that an army from beyond the edge of the world was shipwrecked on treeless Kamace. Unable to find lumber to repair their vessels, the survivors imprudently cursed the local Gods. Acknowledging the dearth, the deities rooted their critics to the ground as stunted trees, striving impotently Hârnward.

KAMAKI The natives of the isle of Kamace.

KAMIL The bleak city where the God NAVEH resides. The streets are silent and night eternal reigns.

KAND (1) The ruling house of the Kingdom of Kanday, also known as the Kandian Dynasty. (2) Isle of ~ An island in the Afarezirs.

KANDAY (1) A woodland region in SW Hârn. (2) Kingdom of ~. a feudal state founded in 589 by Andasin I of the House of Kand. The kingdom is ruled by Andasin IV from his seat at Dyrisa. Andasin IV is a peace-loving scholar who seeks to maintain the Kandian tradition of enlightened, liberal government. The Rethemi border has long been the scene of skirmishes between the Orders of the CHECKERED SHIELD and the COPPER HOOK. Kanday defeated Rethem in EZAR'S WAR, and the coming to power in Rethem of the dynamic Chafin III may herald the onset of another war. Kanday was also involved in a recent war with the Thardic Republic (712-713). Kanday lost this war and the wounds left have yet to fully heal,. Andasin's greatest fear is an alliance between Rethem and the Thardic Republic.

KAREJIA A region of the eastern Venarian sea, a realm consisting of many islands where the swarthy folk are known for their great trading ships.

KARNIS 3rd Autarch (650-657) of the Thardic League.

KARVETH CASTLE The seat of the Melderyni Earl Avona of Karveth on the island of Elnar in the Indatha Straits. The earl is well known for his love of the sea (a perilous paramour in these waters).

KARVETH ISLANDS An archipelago in the Sea of Tirpal.

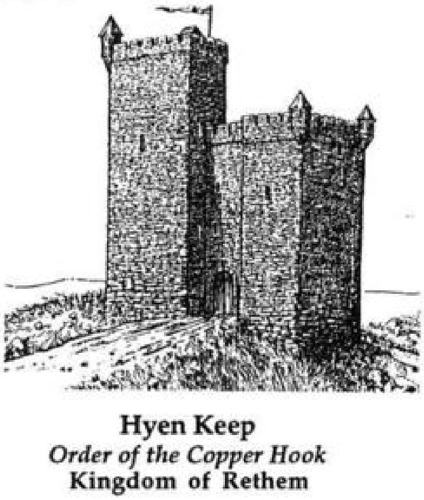
KASEROAS (1) A semi-legendary paladin of Larani who only fought for worthy causes. After a long and distinguished career, Kaseroas and his band were destroyed by trickery perpetrated by an Agrikan Fighting order. **Token of ~** An enchanted amulet wherewith it is possible to summon Kaseroas and his band, back from the dead to fight for a worthy cause. See *Token of Kaseroas* in **CK**.

KATH A loose federation of primitive tribes in the Kathela Hills.

KATHELA HILLS A hilly, well-forested spur of the Felsha Mountains jutting into Kaldor.

KEBOTH ISLAND An island in the Gulf of Chakro.

KEEP A fortified structure characterized by a 3–6 story stone central tower, generally surrounded by a stone battlemented wall, without supplementary towers, but with some sort of gatehouse. The wall may enclose outbuildings and is often surrounded by moat, ditch and/or earthworks. Keeps are built in regions of unrest. The construction of a keep requires a CRENALATION LICENSE



Hyen Keep
Order of the Copper Hook
Kingdom of Rethem

KEIREN CASTLE The domain of clan Galbart in Orbaal.

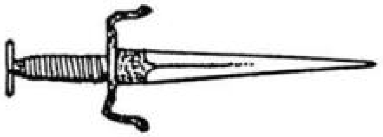
KELAPYN-ANUZ An outpost of the empire of Lothrim sacked in 121. The Kephrians founded the city of Tashal on the site in 128TR.

KELARK The Plough. A non-zodiacal constellation of the Northern sky.

KELEN The 3rd month of Tuzyn Reckoning. Kelen is the last month of spring.

KELESTIA The name used by the learned of Hârn to describe the *cosmic all*, or everything that exists. Kelestia is comprised of an infinite number of universes wherein all possible worlds may exist. Worlds of similar culture, environment, or evolution, but not necessarily in the same universes, form *families*, and travel between members of the same family is thought to be possible with magic of sufficient power. The Earthmasters were somehow able to cross the voids between worlds.

KELTAN (*Main Gauche*) A dagger with a forward-thrusting guard designed to catch opponents' blades. The Keltan is usually a secondary weapon, useful for holding an opponent's sword or for delivering a riposte. It is relatively rare because the weight of most primary weapons makes it dangerous to use, and it requires great skill to be effective.



KELZRAH (Jazerant) The Azeryani name for a hauberk or habergeon made of scale armour.

KEMLAR THE GUIDE The central figure of Kuboran, Equani and Urdu "history" and the central figure of the Kuboran holy trinity that includes HENERYNE and CRADOR. It was Kemlar who led the tribes to their present ranges from somewhere in eastern Hârn. Kemlar is believed to be buried at KUSTAN. See: *Kemlar the Guide* IN **CK**.

KEPHRIA The Kingdom founded in 128 by Shala, around the city of Tashal. Kephria suffered terribly in the MIGRATION WARS, losing all of its lands west of the Kald. When Torbet died fighting the Kath in 187, Medrik I of Serelind (later Kaldor) seized the kingdom. Torbet's heirs were children who, after surrendering their rights, were well cared for (but were never allowed to marry).

KEREVA ISLAND The largest island in the Balakas, located off Orbaal.

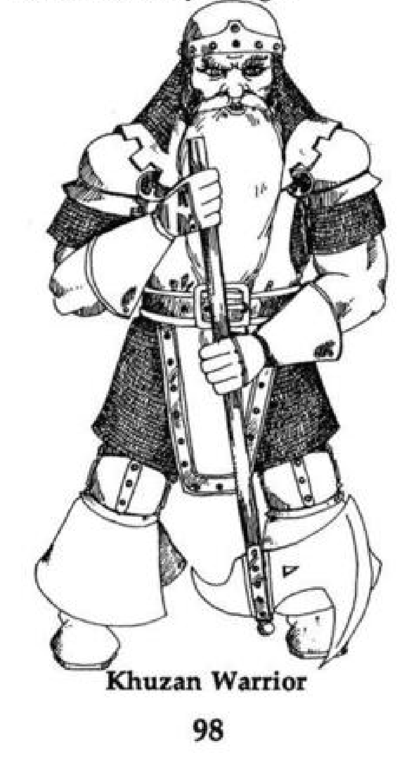
KERON An island off Hârn's east coast, haunted by the souls of Ivinian raiders who perished in 707 at the CAPE RENDA disaster.

KETHIRA Hârn's planet.

KETHRIAN FAMILY A group of seven worlds, in seven universes, arranged with Kethira at its center. The worlds of the Family are: Kethira, Terra, Midgaad, Blessed Realm, Yashain, Losenor, and Sherem.

KHAMAR See: DUEL OF KHAMAR.

KHUZDUL The dwarves of Hârn resemble humans but average well under five feet in height. They are stocky and possess strength out of proportion to their size. As a group, they tend to be secretive, acquisitive, jealous, stubborn, and very clannish but they are also polite and share a strong sense of racial and personal honor. Dwarves rarely, forget friend or foe. The Khuzdul dwell underground. During the Codominium Hârn boasted several, sizable, and extremely wealthy Khuzan settlements. Today, almost all of Hârn's dwarves reside in the Kingdom of AZADMERE. The locations of lost Khuzan towns are unknown, with the exception of KIRAZ which was abandoned 600 years ago.



Khuzan Warrior

Azadmere is governed by the royal Clan Tarazakh whose present head is King Hazmadul III. The Khuzan superheavy foot (dwarves never fight mounted) are highly regarded. In the arts of masonry, mining and the making of artifacts from iron, gold, silver, and jewels, the Khuzdul are unrivaled. The Khuzdul are master-traders and drive hard bargains.

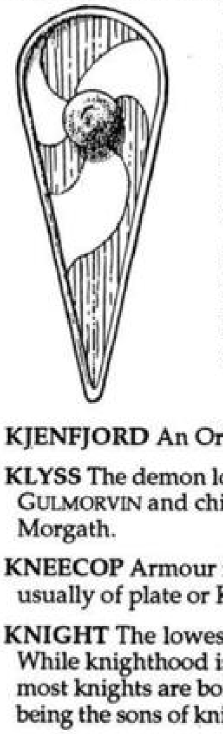
The Khuzdul are not fond of the Sindarin whom they accuse of betrayal during the Atani Wars, and again during the Tyranny of the FOULSPAWNER. They kill Gargun on sight and they have lots of opportunity to do so — Azadmere is surrounded by Gargun tribes. The Khuzdul are not fond of humans, but presenting the head of a Gargun to a dwarf is likely to meet with a favorable response. Khuzdul are often the butt of human jokes and prejudice.

KIB An island in the Afarezirs.

KIBAN CASTLE The seat of Earl Dariune of Balimshire in Kaldor.

KIRAZ A Khuzan underground city in the Rayesha Mountains, abandoned 600 years ago following the CARNAGE OF KIRAZ. The spacious halls are haunted. The dwarves sealed Kiraz "with enchantment and good stone". Legend says that many treasures were left there; hundreds of adventurers have vanished seeking the hoard.

KITE SHIELD A chivalric shield with a long, tapered navel point. They are somewhat heavy, but offer superior protection to the legs, especially for mounted warriors. The Kite Shield is made of wood, often several layers, generally faced with metal or leather plate.



KJENFJORD An Orbaalese fjord.

KLYSS The demon lord of the GULMORVIN and chief servant of Morgath.

KNEECOP Armour for the knee, usually of plate or KURBUL.

KNIGHT The lowest rank of nobility. While knighthood is not hereditary, most knights are born to the station, being the sons of knights themselves.

Nevertheless, anyone may, theoretically, be knighted.

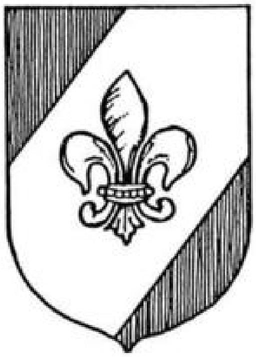
The training for knighthood (apprentice knights are called squires) may be undertaken in a gentle household. Boys usually begin training at twelve, learning the knightly virtues, skill at arms, heraldry, and getting a general education. If the training goes well, and the squire satisfies his *master of squires*, he is knighted at about 21.

While any knight may create other knights, most have to work their way through squirehood; this is almost the only way to gain the necessary skills. It is customary to provide the new knight with a horse and war-gear, the considerable expense of which tends to limit the granting of knighthoods. Most knighthoods are granted by knights who are also wealthy fiefholders. The quality of training received by a squire varies according to the wealth of the household where he is trained.

The number of knights far exceeds the number that can be enfoeffed (granted fiefs). While some knights inherit or marry into land, most spend their careers as Knights-Bachelor.

KNIGHT BACHELOR A knight without land to support himself. Knights-Bachelor earn livings as the retainers of land-holding nobles, within fighting-orders, or (gods forbid) by adventuring. See also: FREELANCE. & BLACKMAIL.

KNIGHT SHIELD Evolved from the KITE SHIELD, the average Knight Shield is 24 inches wide and 36 inches long. Although it offers less protection than the Kite, it has become more popular, partly because it is better proportioned for bearing heraldic devices and partly because it is lighter and, therefore, faster to employ.



KNIGHT'S FEE A grant of land (a fief or foeff) theoretically sufficient to support a knight. The amount of land involved varies by fertility and local custom, but 1200-1800 acres is average.

KOBAR BRIDGE A bridge across the Thard River, built in 405, linking CORANAN and KUSEME. It has a wooden deck on stone piers, and a working drawbridge. The Kobar Bridge is the longest and widest on Hârn.

KOBAR THE ETERNAL The 7th monarch (394-437) of the Corani Empire. This son of Malian came to the throne at 23 and reigned for 43 years. Kobar was a superb administrator who built good paved roads, introduced official coinage, and promoted trade and good government. The population of Tharda doubled during his reign. When Kobar died, he left a flourishing empire seemingly destined to rule all of Hârn.

KOBEO, Cape A headland on the west coast of Peran.

KOGEN PENINSULA A fjord-indented peninsula of northern Orbaal.

KOM (1) A hilly, forested region on the western shore of Lake Benath, noted for its iron mines. Most of Kom lies within Kom Province of the THARDIC REPUBLIC. (2) A province of the Thardic Republic. The provincial capital is Parnan.

KORAD THE FOOL The 13th monarch (512-528) of the CORANI EMPIRE, son of Mindrithar. Korad was mad. He became emperor because the Corani nobility thought that with a pliable moron on the throne, they could win back some of the powers his father had taken from them. Korad spent most of his reign issuing a series of juvenile edicts that were ignored. His reign would have been harmless except that a series of disasters, including the Great Flood of 521, battered the empire, causing great hardship. Most sages today point to Korad's rule as the start of the decline of the Empire.

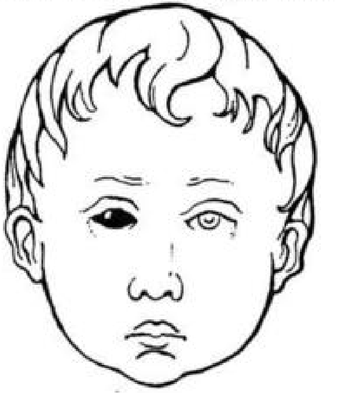
KOREGO A Gargun cave-complex in the Felsha Mountains.

KOROB OF ELORINAR The 3rd and last king of Elorinar. Following his father's death at Laket in 218, the invading Bujoc slaughtered every army that Korob could raise. In a last desperate attempt to save his people, Korob swore fealty to Shelir I of Melderyn. Shelir pacified the Bujoc through negotiation and Elorinar has since been part of Melderyn.

KRAMEN, Cape The northernmost headland of Hârn. Few but Ivinians navigate these stormy waters.

KRAST The Flail. A non-zodiacal constellation of the Northern sky.

KRASULA The *Hunter of Sleep*. The servant of Naveh who delivers nightmares. He commonly appears as a human child with one eye of palest blue and the other of deepest black.



KUBORA The fiercely independent tribal inhabitants of Peran in northwestern Hârn. The Kubora, together with the Urdu and Equani, destroyed the Corani Imperial fort of Kustan in 477.

United by ARLUN THE BARBARIAN, the Kubora conquered large areas of westerns Hârn and founded the Kingdom of Rethem in 635. When Arlun died, his federation collapsed and the Kubora resumed their squabbling isolation.

KUKSHIN One of the seven clerical sects of the Church of Agrik and one of two which admit only women. The Order of Kukshin sponsors the Order of the CRIMSON DANCER. The Order's only official temple is in Orbaal.

KURBUL (or KURBAL) Armour plate made by processing leather. Ideally, kurbul is light, flexible and very tough, It varies considerably in quality.

KUSEM Eldest son of Corthir, 2nd monarch (318-333) of the CORANI EMPIRE. Kuseme built new fortifications and dispersed fiefs to trusted relatives. Towards the end of his reign, Kusem conquered lands east to present day Telen, but died under mysterious circumstances seeking to expand the kingdom northwards.

KUSEME A town on the south bank of the Thard, opposite the city of Coranan, to which it is linked by the KOBAR BRIDGE. Kuseme was the former seat of an Earldom of Kanday, but was conquered by the Thardic Republic in 712. It is now the capital of Eidel Province.

KUSTAN The burial site of KEMLAR the Guide, a sacred site of the KUBORA and with significance for the EQUANI and URDU. The Corani Empire built a fort on the site in 414; it's garrison was massacred in 477. See: *Barrows of Kustan* in CK.

KUZA POINT A headland in the Sea of Ivae east of Azadmere.

KYN-ASSARD The greatest treasure, (among many) possessed by Hazmadul King of AZADMERE. It is an enchanted sword of such marvelous potency that after generations of study by the best of the great Khuzan weaponcrafters, there is still no weapon of nearly equal power.

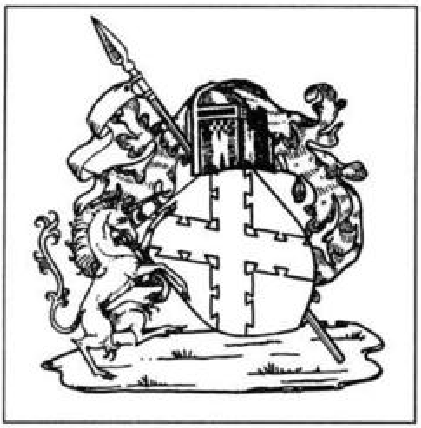
L

LADO: The Galley Twelth constellation (Morgat 2nd—Nuzyael 3rd) of the Kethiran zodiac, located in the Northern sky.

Lado symbolizes returning, a completion of the Pvaric cycle. Made from Ulandus, the product of the land, upon the sea, seeking land again after a long and difficult journey. In this sense, Lado is symbolic of fulfillment. In the depths of winter, lies the seed that will thrust forth in spring, bloom in summer and perish in autumn. In winter it sleeps, but this is merely a stage, the last act before the circle is drawn. The sea is peril and death, but Lado floats upon it, even if the ship is wrecked, its parts will not be sucked into the depths. This is symbolic of one version of eternal aura or soul. Just as important is the manner of Lado's survival. The ship does not oppose the sea, it attempts to harmonize and unify the elements. It yields and triumphs.

Those born under Lado harmonize with their surroundings, seek to compromise and are tolerant of other viewpoints. They are brave, but also have a firm grasp of reality and are able to stay afloat or sink with equanimity. It is difficult to defeat a Ladoan; he will seem to sink, but rise again. He will yield rather than perish and in this way he may rise again.

LADY OF PALADINS (1) A chivalrous fighting-order sponsored by the clerical *Order of the Spear of Shattered Sorrow*. The order holds Cundras and Fosumo in Melderyn, and is currently engaged in the SOLORA CRUSADE. (2) A title of the goddess Larani.



LAHR-DARIN The lost city of the Earthmasters, located inside a mountain on Hârn. The site is fully functional and contains all manner of wonders.

LAKETTA Son of Kobar, 8th monarch (437-443) of the CORANI EMPIRE. After several decades as crown prince Laketta was little interested in affairs of state. Most of his reign was spent indulging his expensive tastes in women and entertainment. He owned a menagerie of rare birds and animals imported from Lythia and a thousand female pleasure slaves. He died after a six year reign, worn out by his excess, unmarried, and heirless.

LAKISE The script brought to Hârn after the Codominium by human settlers from Lythia. Lakise is the principal form of writing on Hârn.

LANCE A long, light spear designed for use on horseback. It is an essential weapon for any knight. Lythian lances generally range from 8-10 feet in length and are balanced for one-handed use. They are almost exclusively used in mounted charges, for which they are supreme, but they can be something of a liability in a skirmish when they are often discarded. A special variety of lance is used at the joust. The *jousting pole* is longer (10-12 feet), generally has a padded point, and a flared hand and arm guard called a *vamplate*. These weapons are designed primarily to unhorse opponents, but injury, especially from being unhorsed, is common. Most knights have skill with the lance.

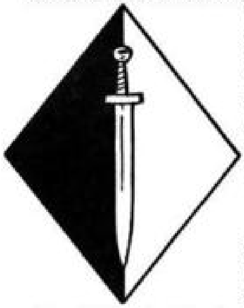
LANGUAGES The Sindarin, Khuzdul and Gargun each speak their own languages (Sindar, Khuzan and Gargun respectively). Some Ivashu also speak their own languages. See: SCRIPTS. Human languages on Hârn are:

Hârnic: The language spoken by the majority of Hârnians.

Orbaalese: The *proto-language* spoken in Orbaal, a blend of Ivinian, Hârnic and Jarinese. Ivinians speak their own language (Ivinian) among themselves.

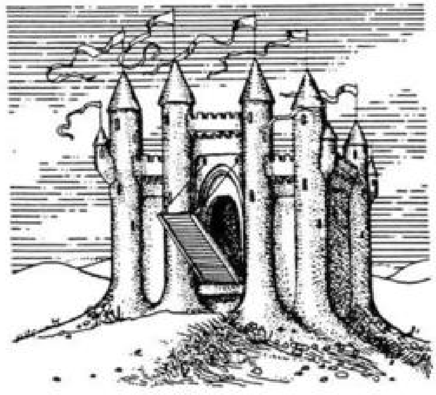
Jarinese: Modern dialects of Jarinese are spoken by some tribes and by JARIN in Orbaal.

LARANE The 5th month by TUZYN RECKONING, the mid-summer month.

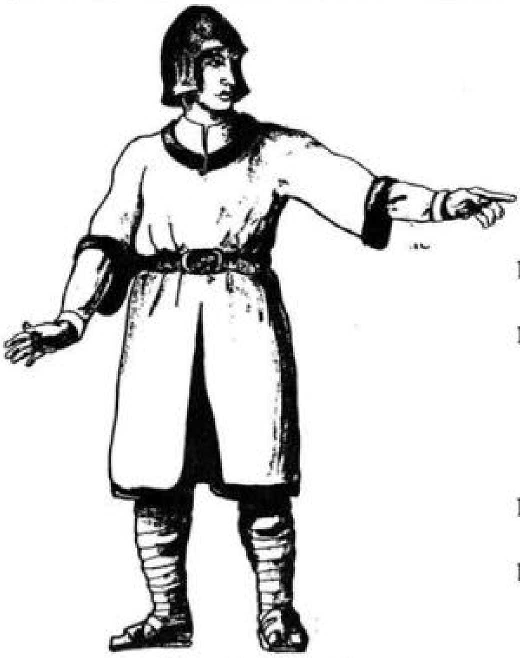


LARANI *Shieldmaiden of the Worthy Cause, Guardian of Dolithor, Protector of the Brave, Lady of Paladins, The Unwilling Warrior.*

Larani is the good Goddess of battle, the reluctant warrior, and the deity of chivalry. She dwells in Castle Dolithor in the *Land of the Mighty*. When she walks among men, she leaves the guardianship of her kingdom to her bannerbearer Mendiz the winged lion. Those who follow Larani must display courage, compassion and unimpeachable honor. Her loyal adherents are loath



Dolothor



Laranian Priest

to take life if there is an honorable alternative. On rare occasions, Larani looses patience and appears as the *Terrible Lady of the Flowing Red.* In this guise she bears her awesome ancient symbols AVARKIEL, HYVRIK, and ANGCARADINA.

Two principal sects worship Larani; each sponsors its own fighting-order. *The Order of Hyvrik* (sponsors of the Checkered Shield); and the *Order of the Spear of Shattered Sorrow* (sponsors the Order of the Lady of Paladins). Clerical garb varies; the predominant colors are red and silver/white.

There are major temples to Larani in all Hârnic cities except Golotha. The seat of the Laranian primate of Hârn is in Thay.

LEAGUE Translation of the Hârnic *Lhrdu*, a unit of linear measure equal to 4 kilometres, or 2.5 statute miles. The original word seems to have been derived from the Khuzan *Luzhain*, the distance to the horizon. The Hârnic League is Hârn's most commonly used measure of distance.

LEGGINGS Flexible armour to cover the hips, groin, thighs, knees, calves, and feet. Common materials are cloth, leather, quilt, scale, and mail. Wealthy feudal lords often wear mail over quilt leggings. Mail leggings are called Chausses.

LEGION A form of military organization used in the Thardic Republic. Each of the Thardic provinces has its own legion under the command of a Marshal and comprised of a varying number of COHORTS and companies assigned by the Thardic senate. All provinces contain keeps and castles which are garrisoned by units of its legion.

LENEDSHIRE A Shire in mainland Melderyn.

LEORTEVALD Commonly called the *corpse plant* because of its odor of decay. The Leortevald is usually found in deep shade in forests. The plant produces a very dangerous poison.

LEPRAL OF TELEN 2nd Autarch (643-650) of the Thardic League.

LERIEL CASTLE The Jarin domain of clan Marwyn in Orbaal, the only castle still held by a Jarin family. The settlement's proximity to MISYN makes it a jumping off point for pilgrimages to ARAKA-KALAI.

LESSER GODS The current gods worshipped by mortal creatures, as opposed to the FIRST GODS who are primal forces and were never worshipped by anyone.

LETHWYN The JARIN name for GELDEHEIM.

LEXIGRAPHERS' GUILD This guild has a monopoly in the manufacture and sale of vellum, parchment, scrolls, inks, quills, and related products. Many also sell maps.

LHRDU See: LEAGUE.

LIA-KAVAIR The "thieves guild" of Hârn. They exploit, mainly, the urban poor, but are not above cutting a gentleman's silk purse.

LIBRAM OF THE PANTHEON A tome, written by NALAH UROH of Elkall-Anuz c.120 TR (?), existing in several versions, which describes the metaphysical beliefs of Hârnians concerning the origin and nature of Kelestia and the deities of Hârn.

LIEGE A lord (landholder) from whom land is held in exchange for feudal service.

LIRRATH Primate of the Laranian church.

LITIGANTS' GUILD Litigants supervise legal transactions for various clients; they do not have a monopoly in legal matters, just expertise. The nobility tends to view litigants with distaste, but merchants use their services extensively in the areas of real estate deeds, wills, and contracts covering trade agreements and the like. Master litigants often hold positions in civic government, but are rarely tolerated in rural areas where justice is met out by local fiefholders, whose legal prowess is not likely to extend much beyond local custom and common sense. Typical prices are: wills (24d), deeds (18d), contracts (12d), and court appearances (12d per day).

LJARL The code of honor advocated by followers of SARAJIN. The cardinal virtues are courage, duty, and truthfulness, but few adherents to the code always keep these standards.

LOBIR Eldest son of Kusem, 3rd monarch (333-361) of the CORANI EMPIRE. Lobir came to the throne at 17. A plot by Camrae, Kusem's younger brother, to assassinate the young emperor was uncovered soon after the coronation. Camrae was executed for treason. Lobir proved an able monarch. He expanded the kingdom with a series of well planned campaigns.

LOCKSMITHS' GUILD Locksmiths monopolize the manufacture, installation, and repair of locks, keys and small complex mechanical devices. They also produce trunks and safes and are consulted in the design and placement of secret doors and trapdoors, much in vogue with the nobility.

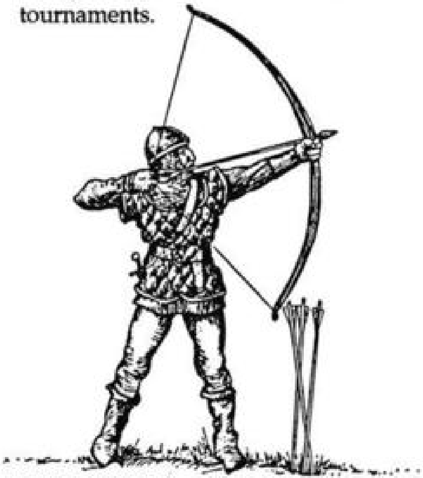
LODROS The 17th king of Melderyn (585-639) and 1st of the Toron Dynasty.

LODGE OF A THOUSAND SOULS, see Gedan.

LOKIARN The Catapult. A non-zodiacal constellation of the Southern sky.

LONATAR The 18th ruler of Chybisa (541-559), 4th of the House of Burzada. Lonatar died of the RED DEATH.

LONGBOW Any bow between four and six feet high, generally the same height as the archer. The classic longbow originated in EMELRENE. The preferred wood is yew, but not just any part of the tree. The bow is carefully cut from the heartwood and bodywood of a branch, and is a natural composite bow. The tips are usually sheathed with horn and the string is generally made from hemp. The Emelrene longbow has amazing power and accuracy when used by skilled archers, but it takes years of training to become proficient. The Emelrene longbow has an effective range between 300 and 400 yards and a skilled longbowman can fire 5-7 arrows per minute in combat (as many as 20/minute have been seen in tournaments.



LONGKNIFE See: VAGORSEREQ.

LORKIN CASTLE The domain of clan Geldestaar in Orbaal. The castle was built by the Ivinians in 365 to command the Anoth Delta. Rebel Jarin captured the castle in 701, and it was a symbol of Jarin resistance until recaptured by the Ivinians in 703, after the mysterious decapitation of Lord Gweffryn, the Jarin overlord. Periodically, castle residents are still found headless, victims of the *Spectre of Lorkin*.

LOSENOR The *Lost World*; supposed home of the Earthmasters.

LOST GUIDE One of the aspects of SAVE-K'NOR.

LOST PRINCE, The See: ELOS OF MESTIL.

LOST YEARS The period between the departure of the Ancients c.10000 BT and the arrival of the Sindarin is called the Lost Years. No records or artifacts survive from the period. It was

> *...an age of dragons, noisome trolls, and* fell beasts, *that defy description and harm the eye. The earth so long nurtured by the careful ancients shook with fury at their departure, great floods ravaged the land and Hârn was severed from the greater land... and the ill-starred realm of* Nandar–Tem *sank 'neath the waves.*

Of Nandar–Tem, almost nothing is known, and nothing remains, but scholars say it was a land between Hârn and Lythia, a

> *...realm of great power, where wise men valued art and learning above the skills of war and politics, a land of philosophers and adepts of all the ennobling arts...*

Some theologians believe that it was during this period that the god ILVIR first settled on Hârn, thereby contributing to the plethora of strange creatures abounding at the time.

LOTHRIM *The Foulspawner.* Chieftain of a tribe inhabiting the Chelna Gap 600 years ago, popularly considered the greatest villain in Hârnic history. Lothrim was a learned man, perhaps a renegade Melderyni mage. He was obsessed by the EARTHMASTERS; and spend much time searching for the PENULTIMATE TOME. He also delved into long-forbidden branches of arcane lore. Lothrim built a tribal federation stretching from the Thard to the Kald.

Lothrim earned the name *Foulspawner* by creating the GARGUN. When he came to believe that the Khuzdul of Kiraz possessed the Penultimate Tome, Lothrim brought about the CARNAGE OF KIRAZ IN 120 to get it. The tyrant met his death at the Battle of SIRION the same year, and his tribal federation collapsed.

LOTHRIM'S TOMB When Lothrim was captured by the Khuzdul at the Battle of Sirion, the dwarves decided to bury him alive. A chamber was carved into a mountain and in it were cast a screaming Lothrim, his precious PENULTIMATE TOME (?) and an honor guard of a dozen starving Gargun. The chamber was sealed with good stone and mortar. Bold men have long sought Lothrim's Tomb, though none have reported success.

LOTHRIM'S JOURNAL The collected written works of the Foulspawner. The original book may or may not exist, but there are certainly many forgeries. See: *Lothrim's Journal* in **CK** for a purported extract.

LOTIN THE GRAY (207-235) The 4th and last monarch of the House of Ethelyen. He ruled Nurelia as it faced the last of the MIGRATION WARS. His son, Brant, never succeeded; Lotin's death was followed by a baronial revolt that gave the crown to Kalabin of Kaldor in 236.

LOWER OSEL The lower plain of the Osel River claimed by Chybisa and Kaldor.

LUCRAIN A Gargun cave complex in the eastern Rayesha Mountains.

LUZHAIN See: LEAGUE.

LYAHVI The convocation of the Shek-Pvar whose elemental base is Air, and which deals in the magic of air and illusion.

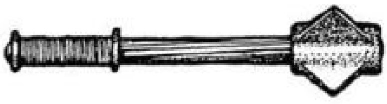
LYNDUS The Fish. A non-zodiacal constellation of the Southern sky.

LYSARA A city in Azeryan, seat of the pontiff of the Agrikan church.

LYTHIA The landmass east of Hârn. Lythians are a strange lot; they speak funny languages and act in weird foreign ways.

M

MACE A reinforced club. Most have metal heads, often with elaborate patterns of knobs and ridges, affixed to wooden shafts 24 to 36 inches in length. Some maces have metal shafts.



MAERMAL Lord of Labor. One of the demi-divine servants of Peoni, Maermal is portrayed as a massive bronze ox who labors out of devotion to duty and family. When his work is spoiled, he begins again without complaint. Maermal symbolizes the ability of common folk to triumph in their simple, day to day endeavors.

MAESROL A Cheerful and bucolic spirit (?), the Maesrol helps tend livestock belonging to Jarin herders, fattening them up with treats, and braiding their tails at Yaelah. An incorrigible ladies man, the Maesrol can also be found (but not easily) in farm kitchens ogling young women.

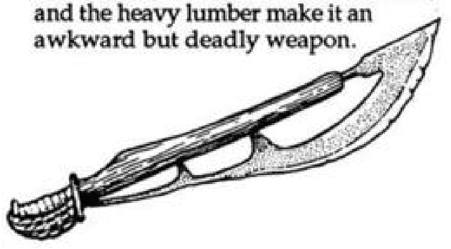
MAIL Flexible armour made by "knitting" steel links in various patterns. Mail may be butted or riveted. Both are pretty well impervious to edged weapons, but the latter is more resistant to *point*-penetration. A problem with mail is that a non-penetrating strike may drive the links into the flesh, without damaging the mail. Consequently, mail is nearly always worn with thick undergarments.

MAIN GAUCHE See: KELTAN.

MALIAN THE GOOD Son of Arosta, the 6th monarch (380-394) of the CORANI EMPIRE. A brilliant administrator, Malian was the first ruler to take the title *Emperor*, previous rulers being titled Kings. During Malian's reign, the cities of Merethos (Golotha) and Shiran were founded, and the empire was divided into provinces to ease administration.

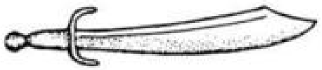
MAMAKA THE MASTER OF STEEL, Order of The dominant clerical sect of the Church of Agrik on Hârn and the sponsor of the WARRIORS OF MAMEKA. The Order's headquarters is in GOLOTHA, the seat of the primate for Hârn who, for the past three decades, has been grand-master of the order. The present primate, Klyrdes of Clan Bisidril, is chairman of the Heptarchy of the city of GOLOTHA. He claims descent from a bastard daughter of the prophet BALSHA.

MANG The mang, or orcish falchion, is almost exclusively made and used by GARGUN. Unlike its human counterpart, the Mang is a hand-and-a-half sword. The mang uses wood in its construction and is sometimes called a bladed club. The broad blade, and the heavy lumber make it an awkward but deadly weapon.



MANGAI (1) The democratic association of guilds. Its primary functions are to regulate and mediate between guilds, advise and lobby governments on guild privileges, and organize fairs and markets. The Mangai holds triennial conventions. **Charter of the ~,** The statute law delineating the rights and privileges of the Mangai. The charter was modeled on Lythian law and was first proclaimed in Coranan in 493. The principles of the charter had already been established for almost a century by the Court of Pentacles. The charter is now law in all Hârnic states.

MANKAR A short, single-bladed scimitar made by GARGUN. The Mankar is relatively heavy for its length, which is rarely more than two feet, and is often considered to be a short falchion.



MANOR The basic economic unit arrived at by subinfeudation. Manorial fiefs range from 600-3600 acres; and are generally considered synonymous with a KNIGHT'S FEE. Manors may be held by knights who owe fealty and service to barons or earls, or may be held directly by such greater lords. Some manors are held by religious and fighting orders; a few are held by wealthy commoners. An absentee holder appoints a bailiff to govern in his stead.

A manor might contain a manorhouse, at least one village of 10-20 families and one mill owned by the Miller's Guild. The manorhouse is usually a fortified wood or stone house, built around a great hall, surrounded by outbuildings and a battlemented outer wall. The house is often situated on a hill, and may be surrounded by a ditch, moat and/or earthworks. Each peasant has a cottage and adjacent garden. For more information, see Manorialism in the *Overview*.

MANRASUSHA The amoral, FIRST GOD of primal fire, who cleanses and destroys, kills and comforts. Agrikans believe that it is Agrik's appeasement of Manrasusha that saves Kelestia from destruction.

MANTLING (1) A cloth worn loosely about the head and neck, originally to protect armour from weather. After its introduction, mantling showed the unexpected ability to reduce the effectiveness of edge strikes, and was more widely adopted for its defensive value. Torn mantling has become indicative of recent (honorable) combat. (2) In heraldry, the stylized, tattered cloth usually surrounding the escutcheon.

MAPARAS see: PAKARA.

MARADYN A legendary Jarin king, who sought to heal the growing rift between men and the ELDER FOLK. Maradyn traveled far and wide across Hârn, preaching to all who would listen, the merits of cooperation with the elves and dwarves. Maradyne was lured to attend the wedding of a mysterious man he had met. There, accompanied by his three sons, they were wined and dined for three days, but when they left to return home, they found that many centuries of time had passed. It is said that Maradyn's shade still wanders Hârn, searching for his own time. His tragic tale is recounted in *Maradyn's Hawk* in **CK.**

MARANOS One of Kaldor's worst monarchs, Maranos took the throne in 342 and by his death in 362, had so alienated the barons that many of them supported the claim of the bastard Fierth over that of the legitimate heir, Maranos' son Aidrik. The misrule and excesses of Maranos were a major contributing factor to the Kaldoric Civil War that followed his death.

MARBY CASTLE The domain of clan Serewyn in Orbaal.

MARCH The name given to a frontier district, claimed and patrolled by a kingdom but often under tenuous control. They are generally administered under martial law, and individual legal rights within may be entirely dependent on the whim of the ruling WARDEN.

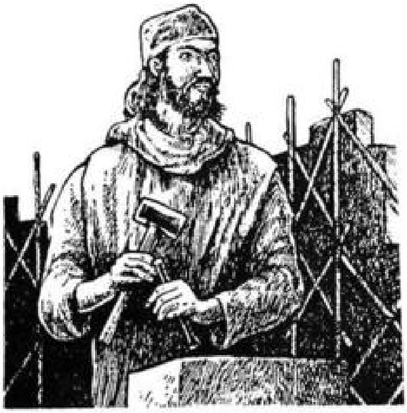
MASARA: The Chalice Eleventh constellation (Navek 3rd—Morgat 1st) of the Kethiran zodiac, located in the Southern sky.

The chalice is primarily symbolic of its contents, water. It is the sign of love and pleasure, cool darkness, femaleness, security and emotion. The chalice enfolds as the swords penetrate. Masara is symbolic of the good life, motherhood and fertility, but also of death.

Moody tenacity is the mark of a Masaran. He can be quiet or restless, calm or furious, happy and quiet or frighteningly emotional. Like the sea, he will work at obstacles until they erode away. Those born under the chalice tend to have a feel for eternity and, in human terms, for what is truly important. They are filled with love that can be shared endlessly. But the Masaran can also hold a grudge forever; he is capable of cold hatred that can destroy opponents by its sheer intensity.

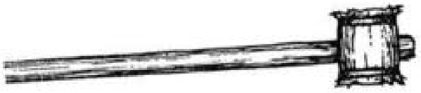
MASONS' GUILD Masons are highly respected, almost venerated, for the magnificent palaces, temples, bridges, ports, and mills that only they know how to build. Some master masons are highly paid and honored architects; most are simple quarrymen, stonelayers, and stonecutters. Manual labor in construction is generally done by unguilded casuals.

Most towns require that construction within its walls be supervised by master masons and nearly all fortifications involve masons in design, building, and repair.



The Masons' Guild has a strict monopoly over stone quarrying and cutting. A quarry may be owned operated by a master freemason, but most large operations are jointly run by masonic syndicates, which may include outside investors. Telen, in Tharda, is famous for its fine white limestone. Transportation costs oblige most builders to use local materials.

MAUL A two-handed club/mace with a 4-6 foot shaft. Most mauls have wooden heads, sometimes reinforced with metal studs. Mauls are primarily used as mallets to embed stakes as a defense against cavalry, but being struck by one certainly hurts.



MAYOR: The chief executive officer of a town. A mayor is usually a senior ALDERMAN, appointed by the crown from a list of candidates supplied by the council of aldermen. Mayors are not present in all towns but where they are, they may preside over a sizable bureaucracy, including tax assessors and collectors.

MEAMYT THE HERMIT An eccentric mendicant prophet of Ilvir who dwells on a small island off the coast of Orbaal.

MEDAK THE IMPALER Last emperor (555-565) of the CORANI EMPIRE. Medak was a strong, vigorous ruler but he had the misfortune to follow two weak emperors and reigned in years when famine and plague were rampant. He sought to stem corruption, earning the epithet "the Impaler" for the numerous executions he ordered. However, one of his victims was BALSHA whose followers plunged the empire into the BALSHAN JIHAD. Medak was captured and impaled himself by the victorious Balshans. The CORANI EMPIRE died with him.

MEDRIK I 2nd king of Serelind (162-188) and 1st king of Kaldor (188-192). Medrik was first to inflict a defeat on the barbarians in the MIGRATION WARS when he bested the eastern Taelda at the battle of Noneth in 180. His army combined with that of the Kingdom of Pagostra to defeat the Pagaelin at the battle of Kobing in 185. In accordance with an earlier promise Medrik received homage from King Orsin of Pagostra in 186. When Torbet of Kephria was killed fighting the Kath, Medrik marched on Tashal and annexed the last remnants of Kephria. In 188, Medrik proclaimed the Kingdom of Kaldor and became its 1st king.

MEDRIK II 3rd king (239-279) of Kaldor.

MEFEBO A peak in the central Felsha Mountains.

MEFIM, Cape A headland extending into the Sea of Tirpal on the north coast of Hârn. The area is held sacred by the EQUANI.

MEJENES THE GREAT 9th monarch (443-465) of the CORANI EMPIRE. When Laketta died heirless in 443, ALEATHIA seized the advantage by invading the empire. Mejenes was of royal Corani blood but was not next in line to inherit. He was chosen over Laketta's brother because of his military reputation. As emperor, Mejenes defeated and annexed Aleathia, thus removing the last obstacle to Corani hegemony in western Hârn. He died of a fever while campaigning in EQUETH.

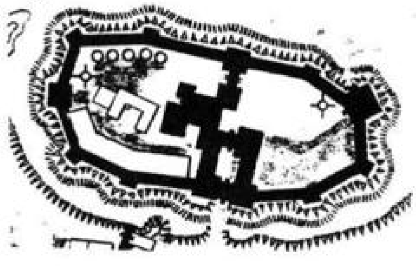
MELDERYN The Wizard's Isle, 2nd largest of the Hârnic Isles. Lying SE of Hârn, near Lythia. **Kingdom of ~** While there is evidence that would date the island's first civilization 1,500 years ago, the first historical records describe a Five Kingdoms Period which ended when Erebir Pendragon was elected 1st overking of the Biradian Dynasty in the year 1 (TUZYN RECKONING is dated from this event).

Although Melderyn has had possessions on the Hârnic mainland since 223, no Melderyni king has ever fielded an army there; Melderyn has traditionally limited its intervention to occasional visits by individuals, many of whom have exhibited strange powers. GENIN is the best known of the Melderyni mages. Whenever something out of the ordinary happens there is speculation that the hand of Melderyn is, in some way, involved.

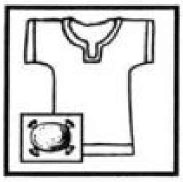
MENDIZ, *The Lion of Dolithor* The constable of DOLITHOR and the bannerbearer and chief demigod of the goddess LARANI. Mendiz has the form of a winged-lion and is a patron deity of HERALDS.

MENEKAI CASTLE An orderial fief in the Rethemi shire of Parach, held by the RED SHADOWS OF HERPA from the king.

MENEKOD CASTLE An orderial fief in the Kandian shire of Peris, held by the Order of the CHECKERED SHIELD. The castle was once held by the Agrikan fighting order, COPPER HOOK, and it's capture has not been forgotten.



MEPELEH The official name for the PRIMATE of the Church of Peoni. The current Mepeleh is the Grandmistress of the Order of the Balm of Joy; her seat is in THAY.



MERCANTYLERS' GUILD A guild with an ambiguous monopoly over trade. Mercantylers are involved in the trading of goods for profit, or may act as intermediaries between a buyer and seller. Some specialize in organizing trading caravans, and ship cargoes. To reduce their risk, Mercantylers often finance their operations by offering a percentage of the gross proceeds when a cargo is sold, typically 25%, to those involved in the transportation of goods.

Enforcing a monopoly over all trading activity would be impossible, but guild masters try to deal exclusively with each other, giving them a *de-facto* stranglehold in the buying and selling of goods. All major towns have Mercantylers Halls where only guild members may enter. Non-guild members can participate in this private market only by hiring a Mercantyler for a fee or commission.

The guild has one unambiguous monopoly which is rigidly enforced. Only Mercantylers can practice usury, the changing and loaning of money for profit (interest). Some Mercantylers (usurers) specialize in usury. Typical interest rates range from 5% to 50% per month, compounded monthly. The rate is based on risk, collateral, and social standing. Gentlefolk enjoy lower rates. When foreign coinage is changed, a 20% commission is normal, but negotiable. Usurers also issue promissory notes, the closest thing on Hârn to paper money. There are not nearly enough coins in circulation to cover the value of goods traded; nearly all large payments are made with notes. A usurer's note is redeemed in full when presented back to him; a guild master in another city will also redeem a *known* colleagues notes, at a 5-20% discount. Discounts in excess of 20% are in order on foreign notes.

MERCHET A tax paid by a feudal vassal when s/he wishes to marry off his daughter(s). There is no legal limit to merchet, but it is the custom in most places that it should not be so high that the marriage cannot be made. Merchet is generally five to ten percent of the holding's annual revenue, but is negotiable.

MERDI The tribes who once occupied the region of present day Rethem . In 347, they formed the Merdi Federation to defend against the CORANI EMPIRE. The Federation defeated Lobir in 349, but failed to establish a unified state and suffered defeat by AROSTA in 377.

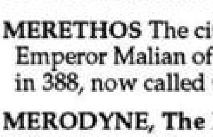
MEREM An island of the Afarezirs.

MERETHOS The city founded by Emperor Malian of the Corani Empire in 388, now called GOLOTHA.

MERODYNE, The Pale Concubine. The pleasure slave of a wealthy Karejian merchant who founded the modern Church of Halea.

MERREN OF THE VALLEY A bandit who terrorized the Ulmerien Valley. He led an audacious band of brigands against caravans, wayfarers and, occasionally, an isolated manor. He was as renowned for his "gentility" as much as he was infamous for his barbarity. Merren was executed in 683, but his vast treasure hoards were never found. See *Merren of the Valley* in **CK**.

MESELYNESHIRE A shire of Kaldor.



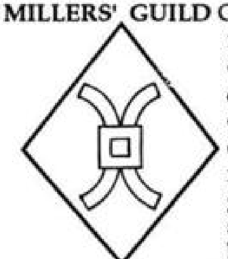
METALSMITHS' GUILD This guild has a monopoly over all metal-working except weaponcraft, coinmaking, and the activities of the Jewelers" Guild. A master metalsmith may be bonded to a noble household, or own and operate a workshop in town, but most are village smiths. The city of Shiran is noted for the quality of its metal products. Most metallic goods are iron or steel. Copper, brass, bronze or pewter are used for tableware and cooking utensils.

METIM A peak in the Jahl Mountains.

MIDGAAD A world in the KETHRIAN FAMILY It is said to be the origin of the SINDARIN and KHUZDUL.

MIGANATH The 23rd and present ruler of KALDOR. He is a sickly, old king, with no heir, though there are at least a dozen nephews and other relatives who intrigue to take the throne on his death.

MIGRATION WARS The period of violent tribal activity that plagued eastern Hârn for more than 50 years, beginning with the sudden assault of the Kath on the Kephrian town of Hosat in 178. The Taelda, Pagaelin, Bujoc, and Kath almost simultaneously attacked, and severely tested all of the then SEVEN KINGDOMS in the region. The four northern kingdoms combined to form KALDOR. Elorinar saved itself by joining Melderyn, and Chybisa survived, much reduced in size, by the brilliant generalship of her early kings and the construction of excellent fortifications.



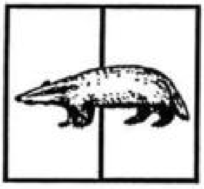
MILLERS' GUILD One of the most important guilds on Hârn; with a *de-facto* monopoly on the ownership of mills and milling. Since grains are the staple crop, and bread the most important food, millers are of paramount importance; most manors have at least one mill. Local fiefholders have sometimes sought to undermine the guild's monopoly by building their own mills, but masons will not build them and millers refuse to operate them. They have always eventually failed. There are more than 1400 mills on Hârn, the majority being water-powered, although some windmills exist, mainly in SW Hârn.

Mills are owned by the guild and "rented" as franchises to guild masters, who pay a stiff levy to the guild for this privilege. The guild typically pays a tax/rent of 240d per annum to the fiefholder to operate the mill, and charges the franchisee 2-4 times this amount. A freemaster miller normally receives 5-15% of the flour he mills, most of which he sells. Some millers own large ovens and use part of their flour to bake bread for sale to the community.

MIMEA HILLS Forested highlands in SE Tharda, long popular among the nobility for hunting. The Mimea Hills are the range of the Gozyda nation.

MINARSAS CASTLE The principal seat of Earl Caldeth of Vemionshire in Kaldor.

MINDRITHAR THE JUST The 12th monarch (491-512) of the CORANI EMPIRE. Mindrithar was probably the best Corani emperor; he was aggressive and tough when required, a very good administrator, and a learned scholar. He is best remembered for the *Mindrithar Code*, an enlightened legal system of fair justice for all, which has largely disappeared. He is also credited with promoting religious freedom, tax reform, and the formation of the Mangai in 493. Mindrithar was unpopular with the Corani nobility; most of his efforts eroded their own jealously guarded powers.



MINERS' GUILD One of the wealthiest guilds on Hârn, with a rigid monopoly on mining and smelting. The guild owns and operates some mines, but most miners are bonded to mines owned by the crown. In Kanday, Melderyn, Rethem, Kaldor, and Chybisa, mining rights are held by the king. An earl or baron whose fief includes a silver mine is out of luck; the revenue it produces is not his. It is this arrangement which has made the Miners Guild powerful. To protect miners from jealous local lords, monarchs have granted them special privileges. These include: the right to prospect on any lands, other than in temple domains, orchards, gardens, or highways; the right to cut timber, with or without the local lord's permission, to use in their mines and forges; the right to hold their own courts of law; the right to protect anyone employed at a mine; and, in most cases, freedom from taxes, tolls, and military service. Any unfree tenant who flees to a king's mine, and is employed therein for two years, automatically becomes a freeman. A few master miners, who specialize in searching for new mineral deposits (prospectors) have mysteriously vanished; probably at the hands of local gentlefolk who see no advantage in having their fiefs dug up or their trees cut down. In the THARDIC REPUBLIC, mines are owned by local landlords; the guild is less powerful here, but miners are still well paid. Silver, tin, copper, iron, lead, and salt are the most important minerals mined on Hârn. The KHUZDUL mine gold in the Sorkin Mountains. Most ores are smelted in small foundries and forges near the mine (to reduce transportation costs). Such foundries are never popular with local residents since they consume vast quantities of fuel.

Metal values vary according to refined purity. This is usually between 85-95% (if honestly refined); the Khuzdul are able to refine most metals to 98% or better.

MINOR An underage person. In most cultures, a child cannot inherit until the age of twenty-one. See: SUCCESSION.

MIRATH ISLANDS A chain of uninhabited (?) islands northwest of Hârn.

MIRELAEL 7th monarch (694-707) of KANDAY. Queen Mirelael succeeded her assassinated sister Eriel, and led Kanday to victory in EZAR'S WAR. For the balance of her reign, Mirelael fostered peace and rebuilt her shattered kingdom.

MISYN A woodland region on the shore of Lake Benath. Misyn is the Kingdom of Ilvir, a place of mystery most Hârnians prefer to avoid. The Tower of ARAKA-KALAI is said to be found here.

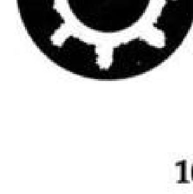
MITTEN A glove without separate fingers. Mail armour for the hands usually takes this form. Mittens are often extensions of long-sleeved Hauberks; a hole is left in the palm of each mitten so that the wearer can pull his hands out.

MOLERYN CASTLE A fortress in Ramala Province of the Thardic Republic.

MONEY The standard unit of currency is the silver penny which weighs one dram (a sixteenth of an ounce). A penny can vary in value from one region to another as a result of its silver content. Copper coins are not minted on Hârn. The silver penny is often divided into two halves (ha'penny) or four quarters (farthings). Gold coins are rare. A gold penny (one dram) would be worth 20d, although gold coins generally come as ounce coins.

MORGAT The 12th and last month of the year by TUZYN RECKONING, the last month of winter.

MORGATH *Tormentor of the Unlamented Dead, Master of the Principle of Evil, Lord of the Gulmorvin of the Black Pit, Wielder of the Shadow of Incarnate Evil, Wreaker of Chaos.*

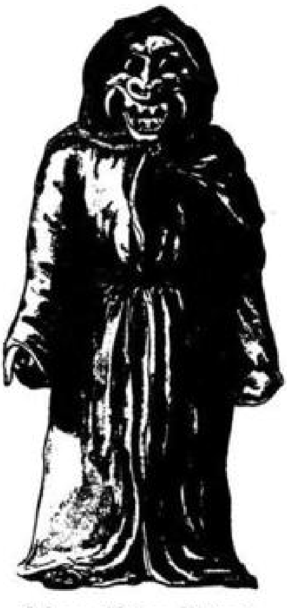


Morgath is the self-appointed master of chaos and evil. Of all the Gods, he is the most prone to violence and the quickest to anger. He is a lord of retribution but cares nothing for justice, filled, it is said, with an abiding hatred for all things fair and noble. When Morgath appears to men, it is usually in some ethereal form, his true shape being unbearable. He is never portrayed, but rather symbolized by the *Durangash*, a black circle on a field of brown, often surrounded by an irregular black border.

Morgath is best known as master of the undead, particularly the GULMORVIN, who are governed by his chief demon KLYSS. Morgath has thirteen "true" names, one reason why that number is deemed unlucky on Hârn; it is the greatest folly to utter any of them aloud.

How the religion of Morgath came to Hârn is unclear. It is believed that Lothrim the Foulspawner worshipped Morgath and it is known that BALSHA claimed to be his prophet. In present day Hârn, the worship of Morgath is confined to Tharda (a major temple exists in Coranan) and is particularly prominent in the City of Golotha. In Kaldor, Chybisa and Melderyn, the worship of Morgath is punishable, by death.

Even in Golotha, the followers of Morgath are not numerous; this is not an *attractive* religion. It is difficult to

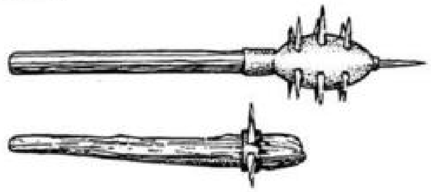


Morgathian Priest
Ceremonial Robe

take much comfort from a faith that preaches all are doomed to eternal torment in the after-life, although this is counter-balanced with the notion of living in worldly excess until death. The remainder of Morgathian philosophy seems to encourage the acquisition and exercise of power.for its own sake, particularly among its clerics. Clerics of Morgath, inspire fear, if only because they practice ritual human sacrifice.

The dour and morbid religion is reflected in the somber black and brown costumes of its clerics. Ritual regalia includes hideous masks, partly to terrify, but mainly to hide their identity. There is a single clerical sect in the Church of Morgath. Called the *Order of the Lord of Chaos.*

MORNINGSTAR A club with protruding spikes in its head, the morningstar is a popular peasant weapon. More refined versions, commonly called *holy water sprinklers* because they are popular with knights of fighting orders, have metal spiked heads.



MORSINA The Dark Elves, who hate humankind and steal mortal children to turn them against their own folk as changelings. The Morsina are led by the evil sorceress Gwydriel. They split from their Sindarin bretheren at the end of the Atani Wars. For the tale of Gwydriel and her Morsina, see *Heart that Broods* in **CK**.

MORVILYA BAY A bay on the coast of Equeth, said to contain the ruins of many lost Ivinian colonies.

MOVEL The largest island in the Afarezirs.

MOYM A motley assortment of Gargun, dwelling across the River Horka from Thay.

MOZIL POINT The easternmost point of the Hârnic mainland.

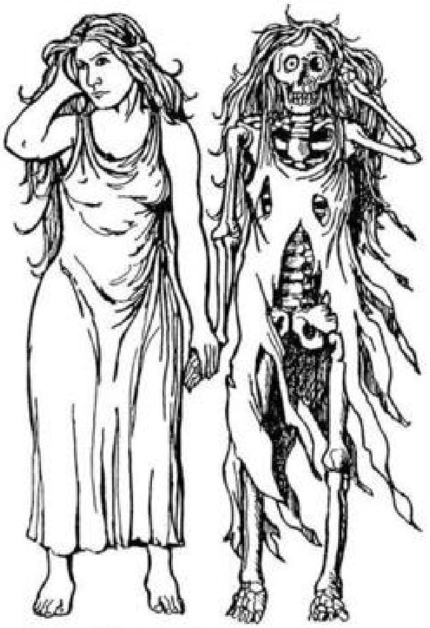
MURATH see: Ona–Setrum.

MYEN LAKE A lake in foothills of the Felshas.

MYRVRIA, The Temptress The lieutenant of Klyss, Myvria appears either as a deathly pale, fascinatingly, beautiful woman, or as a rotting corpse. Her task is to recruit souls to the ranks of the undead. She offers "eternal life" or " the heart's desire" to those who will speak the oath,

"To own myne form, when breath hath fled, shall I gift myne soul".

If this oath is repeated 13 times in her presence, the speaker has sealed a pact with Morgath.



MYSELBANE OF KALDOR The 12th monarch (451-484) and 1st queen of the Kingdom of Kaldor.

N

N'GARITH An exquisite bowl of pure, white jade of Earthmaster origin. This priceless work of art is possessed by the King of Kaldor and it is rumored to change forever, any who gaze into it.

NACHAKAS A light warflail consisting of two short rods joined by a leather thong or short chain. The rods are generally made of wood, but may be reinforced with metal bands or studs. Effective use of nachakas requires great skill. They are primarily defensive weapons intended to disarm lightly-armed opponents. Their ease of concealment and effectiveness in back-alley brawls makes them popular with the Lia-Kavair. See: Flails.

NADAI: The Salamander Sixth constellation (Agrazhar 7th—Azura 5th) of the Kethiran zodiac, located in the Southern sky.

Nadai is a mystical symbol of the marriage of fire and air, that which remains when fire has consumed, smoke. The salamander is a creature of ethereal fire, intangible, but active, visible but unreal; a symbol of unfocused energy. In some senses he is symbolic of that which evades destruction, as opposed to that which withstands it.

Nadaians tend to create confusion in themselves and others. They are prone to moodiness and flights of imagination and are difficult to pin down. They tend to be creative or destructive at a moment's notice. They live dynamic, active lives, but often suffer from an inability to focus their energy. This can result in much effort for little gain.

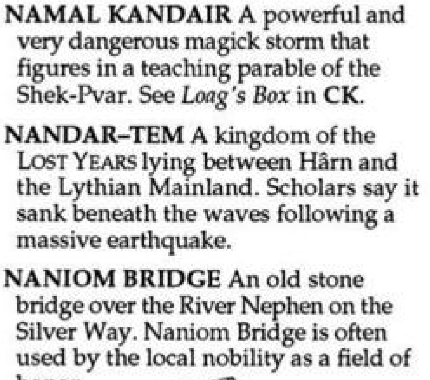
NAGARA The official name for the pontiff of the Church of Naveh. He resides in the Temple of Maniquideh, located in far-off Dalkesh.

NALA-UROH A theologian who lived in Elkall-Anuz at the time of Lothrim. His only surviving work is his compilation, editing, and embellishment of the Libram of the Pantheon.

NAMAL KANDAIR A powerful and very dangerous magick storm that figures in a teaching parable of the Shek-Pvar. See *Loag's Box* in **CK**.

NANDAR–TEM A kingdom of the Lost Years lying between Hârn and the Lythian Mainland. Scholars say it sank beneath the waves following a massive earthquake.

NANIOM BRIDGE An old stone bridge over the River Nephen on the Silver Way. Naniom Bridge is often used by the local nobility as a field of honor.

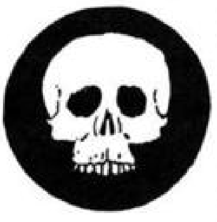


NATAL WARS The chaotic battles of the First Gods and their servants which, according to the Libram of the Pantheon, occurred at the beginning of time, before "reality was fixed". At the conclusion of the Natal Wars, the lesser gods (those who are now worshipped by mortals) were granted their independence.

NATHWIC The founder and 1st king (155-190) of ELORINAR.

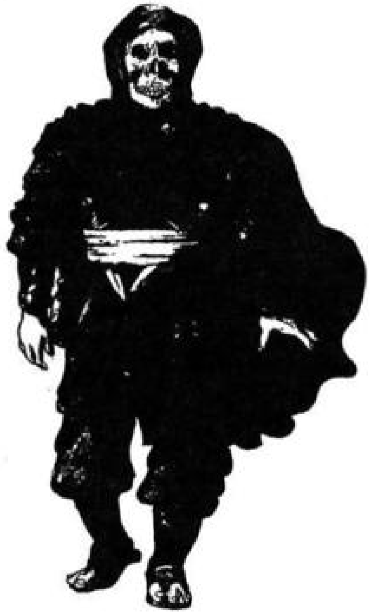
NAVA-SHAK-ARA The ebony knife of the god NAVEH and one of his principal symbols.

NAVEH *Lord of the Pitch Shadow Master of Deceit and Evil Dreams, Lord of the Last Illusion, The Merchant of Death, The Unseen Lifter of Lives, Trancer the Cat, Wealth's Worry.*



Best known as the bringer of nightmares, Naveh is the deity most likely to be worshipped by assassins and thieves. It is sometimes thought that Naveh and his invisible minions, the Gytevesha are powerless in daylight, but it is more likely that their powers are only reduced by sunlight. Naveh is a Lord of secrets, a doer of the impossible. His main symbols are D'kejis, Nava-shak-ara, and Shinkra-akra. Naveh's principal hue is black, sometimes with a trace of blood red.

The Church has a degree of discipline second to none; temple masters have been known to order loyal underlings to commit ritual suicide for no apparent reason. There is an oft told tale, of a master who ordered a favorite to slit his throat as a demonstration of loyalty to a guest. It is known that the temples kidnap children, of good or noble birth, to be raised as clerics and servants. Ritual murder and suicide play a major role in the worship of Naveh.



Navehan Cleric

Temples of Naveh on Hârn exist in Coranan, Golotha, Shiran, and Tashal (where the church is proscribed). In all cases they are hidden from public view, even where lawful. Little is known of the Church by outsiders and asking directions to a Navehan temple, especially in Tashal, may lead to unpleasant interrogation.

NAVEK The 11th month of the year by Tuzyn Reckoning; mid-winter.

NEBRAN The leader of the Kubora, Equani, and Urdu who led (and died during) the massacre of the Corani fortress of KUSTAN in 477.

NEJ River A river, flowing into the Kadag Strait.

NEMIRAN The 3rd monarch (672-681) of RETHEM. Nemiran has the unique distinction of being the only Rethemi king who did not fight a war. Using Kanday as a model, he gave up trying to rule Rethem by himself, parceling out his domain to trusted retainers in a feudal arrangement. However, he is best remembered as a religious zealot who came under the influence of the Temple of Agrik. Most of the fighting-orders of Agrik, that now hold lands in Rethem, received them from Nemiran. He was assassinated in 681.

NEPHEN RIVER A river rising in the Sorkins near Azadmere which flows to join the Kald below Tashal.

NEPHSHIRE A Kaldoric shire.

NERADAS OF SHIRAN The 1st Autarch (636-343) of the Thardic League. Neridas was the commander of the Shiran Legion, a small elite army formed in 628 to protect the Shiran Republic. As autarch, Neradas formed the Autarch's Guard and halted further expansion by Arlun the Barbarian at the Gomisen River.

NETHIL RIVER A tributary of the Anoth River.

NIGHT OF GOLDEN TWILIGHT The 15th of Azura. A special holy day for followers of SIEM; the closest they have to an annual feast.

NIGHT OF SHADOWS The most important holy night of the Navehan calendar. It occurs on the night of the 30th of Navek. On the following day (1st Morgat) Shadowmath, Naveh and his minions can walk boldly in full daylight. This period is one of great apprehension for the general population. In some areas, ordinary folk stay indoors behind bolted doors and windows during this period.

NIGHT OF SILENT RENEWAL The 15th of each month (full moon) — generally treated as a holy day by followers of Siem. See also: NIGHT OF GOLDEN TWILIGHT.

NIND The Ox. A non-zodiacal constellation of the Northern sky.

NINON 3rd king (88-126) of Melderyn.

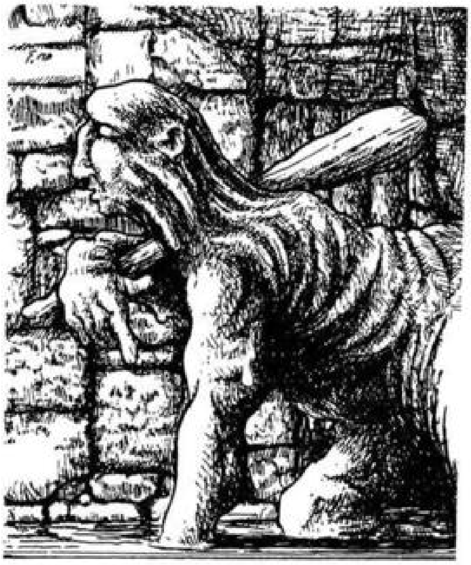
NIPHEL The highest peak of the Rayesha Mountains. Viewed from Himod, the mountain has the profile of a sleeping bear. Some say the mountain is the site of LAHR-DARIN.

NIZUS A Gargun cave-complex in the Felshas.

NJEHU *Lord of the Gray Whales*, a demigod and religious symbol of Sarajin.

NOBLE See: GENTLE.

NOLAH The *Dank Stalker*. The Nolah, or Hârnic Troll, has an affinity for damp stone and earth and is able to fit between the stones of a wall or bridge, where it prefers to rest. Nolah are able to cast some kind of "charm" to lure victims.



NOLOMAR The sun.

NOLUS The 4th month by Tuzyn Reckoning, the first month of summer.

NOREASHIRE A shire in Kanday.

NORON A giant who lives north of Kaldor at the source of the Kald. He is fond of chraging exessive tolls to all who pass his way. For a tale involing Noron, see *Noron's Way* in **CK**.

NORTH STAR, see ZEXUS.

NORTHAVEN WHARF The northern waterfront of Golotha, notorious for the "floating town" under the wharf; as many as a hundred moored boats form a virtually separate community with laws unto itself.

NUEM RIVER A river rising in Anadel, flowing to the Sea of Ivae.

NURELIA The kingdom founded by Sanric I in 125, in what is now northern Kaldor. Soon after its establishment, the kingdom was plunged into the MIGRATION WARS, but it was the kingdom of Kaldor that finally extinguished Nurelia after LOTIN THE GRAY died. His son BRANT tried to take the throne, but the barons offered the crown to KALABIN of Kaldor who then silenced any dissent at the Battle of Olokand in 238.

NURISEL CASTLE A Melderyni castle in Dathshire, and the principal seat of Earl Thaebel of Nurisel.

NUTHELA A hilly, forested, wilderness plateau, between Kaldor and Orbaal. The region is the range of the ANOA and TAELDA nations.

NUTHUK An unruly assortment of Gargun bands in the northern Felshas and western Nuthela.

NUZYAEL The 1st month of the year by Tuzyn Reckoning, the first month of Spring.

NYRENALIS The 7th king (350-354) of Chybisa.

O

OBEO, Cape An isolated headland on the east coast of Hârn.

OBEW A peak in the Felsha Mountains.

OBODU HILLS A region of particularly rough terrain in western PERAN. The Obodu KUBORA tribes are especially fierce, and claim ARLUN the Barbarian as a native son.

OBRAS The 2nd monarch (656-672) of RETHEM. When ARLUN the Barbarian died in 656, his son Obras became the new Rethemi king. He lacked his father's capabilities. Within a few months the tribes of Peran withdrew from the kingdom. Obras was then faced with a series of internal revolts and rebellions which almost destroyed the kingdom. This much harried king was slain in 672 while putting down a rebellion at TORMAU, leaving his chaotic kingdom to his son NEMIRAN.

OCHRE WOMB Believed to be the oldest Ilviran sect. The order is located near ARAKA-KALAI where they guide pilgrims to the court of Ilvir.

OCTAGONAL PIT (1) The huge, symbolic fire pit which is a ceremonial feature in many temples of Agrik. The pit represents a mystical opening into the heart of the planet and into the heart of the god. The fires are kept burning constantly and many items are cast in.

(2) Order of the ~. One of seven clerical sects of the Church of AGRIK, and sponsor of the *Order of DEMON PAMESHLU the Insatiable*. Both orders are almost solely concerned with the operation of the PAMESANI GAMES.

ODIVSHE The convocation of the Shek-Pvar with an elemental base of water/ice/darkness.

OLOKAND CASTLE The shire moot of Meselyneshire in Kaldor, held by the Sheriff of Meselyne for the king. The castle guards a bridge over the Kald River and is the southern terminus of the FUR ROAD.

OLRUI A parasitic fungus found on dying trees which smells a bit like cinnamon. It has some medicinal value.

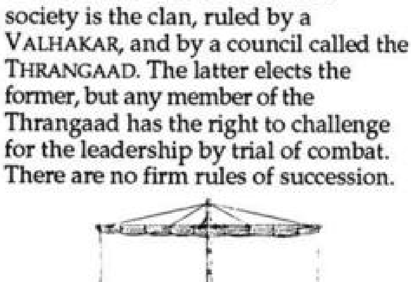
OMONO The beggar who seeks enlightenment, but receives only alms. An aspect of SAVE-K'NOR.

ONA–SETRUM Also known as *Murath's Pit*. A deep pit with labyrinthine side caves, sometimes used to execute criminals, near OLOKAND in Kaldor. A baleful howling is often heard issuing from the pit which is said to be the lair of Murath, a demonic servant of Ilvir who is fond of rotten flesh.

ONDEN A river rising in the mountains of Anadel and flowing southeast to join the Efesir.

ORBAAL The northernmost region of Hârn, formerly called JARA. The region's geography is dominated by the Jahl Mountains and numerous fjords. **Kingdom of ~** The Kingdom of Orbaal was proclaimed in 686, after the IVINIAN CONQUEST of the indigenous Jarin. The Orbaalese state embodies both the traditions of the invaders and the feudalism of the Jarin. Orbaal is a mosaic of semi-independent clan domains, the smaller of which owe tribute to more powerful clans, who in turn owe it to the Orbaalese king in GELDEHEIM. Some call the larger domains kingdoms and the king at Geldeheim an overking, or *pendragon*, but the Orbaalese are not as formal about titles as the rest of Hârn. Orbaalese clans are constantly squabbling and fighting among themselves, with little interference from the king, whose only real claim to the title is that he has the biggest army. Ninety percent of the population is Jarin, peasants or thralls to their Ivinian masters, although a few Jarin still hold land. This situation led to the JARIN REBELLION which was put down with considerable bloodshed. The Orbaalese king faces considerable problems; on the one hand the lack of unity among his subjects, and on the other, periodic claims on his kingdom by various rulers of the Ivinian homeland, which regards Orbaal as a colony.

The basic unit of Orbaalese society is the clan, ruled by a VALHAKAR, and by a council called the THRANGAAD. The latter elects the former, but any member of the Thrangaad has the right to challenge for the leadership by trial of combat. There are no firm rules of succession.



Ivinian Warboat

ORBAAL HERALD The chief herald of Orbaal, resident at the Gray Whale College of Arms in Geldeheim.

ORC See: Gargun

ORGAEL Ruling house of Kaldor (362-406) founded by Fierth (the Usurper). The 2nd and last Orgaelan monarch was Fierth's son Uthred.

ORGAEL WOOD The notorious woods north of Tashal where hundreds of gibbets hang from the trees. These contain not only the remains of deceased criminals, but are also used to punish the living for minor crimes –two days (and nights) locked in an Orgael gibbet is a punishment not soon forgotten.

ORMAUK The secret tongue of the Church of Morgath.

ORSIN OF PAGOSTRA The 2nd and last king (166-184) of the Kingdom of PAGOSTRA.

ORTHAS See: TIRITH.

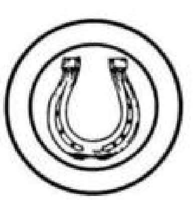
OSEL RIVER The longest tributary of the Kald. The Osel rises in the Sorkin Mountains and flows generally west to join the Kald downstream of Tashal. The Osel is the southern boundary of Kaldor, although the kingdom claims additional land south of the river calling this OSELMARCH.

OSELBRIDGE An old stone bridge on the GENIN TRAIL, the only crossing of the OSEL.

OSELMARCH One of two marches in KALDOR. Baron Firith of Kobing is the warden of Oselmarch. The territory is also claimed by CHYBISA, but the region is more under the control of the PAGAELIN than any other.

OSELSHIRE A shire in Kaldor.

OSTLERS' GUILD Ostlers have a monopoly over the breeding, care, and sale of horses. A master ostler is an expert farrier, horse-veterinarian, stablemaster, and tackmaker. Some ostlers specialize; a breeder of "sturdy and noble horses" commanding high prices. Any competent ostler is respected and well-paid. Bonded master ostlers are essential components of many noble households. Many franchises are attached to inns in partnership with, or bonded to innkeepers. Freemasters are also to be found wherever horses are raced. Most major settlements have fenced Ostlers' Common(s) outside, where horses are grazed. Individual ostlers may also own private pastures. Shoeing of horses is done by this guild, using shoes purchased from the Metalsmiths' Guild.



OTTENBOEN A peak in the Jahl Mountains.

OUTLAW A term derived from the VENDETTA LAW system — one with no relatives to offer protection (as opposed to an inlaw, or relative by birth or marriage). The term is also used to refer to one who has broken the law and is wanted by the authorities; the miscreant is declared "Out of the Law", meaning any one can kill the criminal without fear of prosecution.

OVIEN RIVER A tributary of the Anoth.

P

PAGAELIN The nomadic, tribal nation dwelling between the Osel River and Setha Heath. Many tribes ride ponies or horses, but despite their warlike nature, the Pagaelin are no match for the knights of Kaldor or Chybisa. The tribes raid their neighbors and fight incessantly among themselves, but serious attacks on Chybisa or Kaldor happen only when several tribes are combined under a strong leader. Tribes ambush caravans on the Genin Trail and/or collect tolls, at OSELBRIDGE.

PAGOSTRA One of the, SEVEN KINGDOMS, founded in 137 by King Hain (137-166) of the House of Parlis. Hain's heir, Orsin (166-184), was unable to maintain Pagostra's independence; in 184 he swore fealty to Medrik I of Serelind in exchange for his aid at the battle of Kobing.

PAKARA A tournament held during UKHILA between champions of the Agrikan fighting orders. The winner earns the title *Maparas*, and earns the right to bear the enchanted sword *Juka-Melbesa* for the ensuing eight years.

PALACE OF GULES College of Heralds serving Tharda located in Coranan, residence of the Herald of the Red Dome.

PALITHANE A kingdom on Lythia beyond EMELRENE.

PAMESANI GAMES Games held each Yaelah and Yaelmor in Golotha, Coranan, and Shiran. The games are named after PAMESHLU the Insatiable, drinker of blood and servant of Agrik, and are organized by the Order of the OCTAGONAL PIT. Originally started as quasi-chivalrous duels between champions of minor factions, the games have grown more violent and perverted. Recent events have included female slaves raped and eaten by wild beasts; a quartering contest to see which horse-team could pull captives into the most equal of parts; and a torch-carrying race after which the victor had the honor of setting fire to the unfortunate who came last. In short, under the careful management of the priests of Agrik, there seem to be few acts of depravity left undone in the name of entertainment. The price of admission ranges from 1-12d. There are few empty seats.

PAMESHLU Demon Pameshlu the Insatiable — a lord of frenzy and excess with an unrivaled appetite for blood. Pameshlu owes allegiance to Agrik.

PARACHSHIRE A shire in Rethem.

PARNAN CASTLE A fortress in Kom Province of the Thardic Republic.

PAROGAR The 2nd king (145-162) of Kephria.

PATREL The national/tribal mootplace where each spring, the HODIRI nation gathers to trade goods, news, and women.

PAZEL A Gargun cave-complex in the Sorkins.

PECH RIVER A river rising in the Rayeshas, flowing into Lake Benath.

PELEAHN The convocation of the Shek-Pvar whose elemental base is fire.

PELIRYN RIVER A river in Himod.

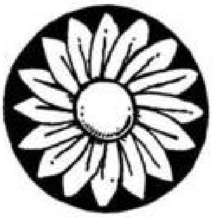
PEMETTA RIVER A river flowing into the Sea of Tirpal. The border between Equeth and Peran.

PENDOS, Gulf of A body of water between the Tirsa Islands and the coasts of Peran and Rethem.

PENDRAGON (1) Name given to any king elected to office by his chief subjects. (2) An *overking* who has or had lesser "kings" among his subjects. On Hârn, the rulers of Melderyn and, Orbaal are sometimes titled pendragons.

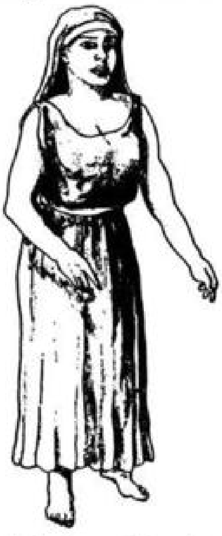
PENULTIMATE TOME A book said to contain the secrets of the *Earthmasters*. Lothrim's quest for it led to the CARNAGE OF KIRAZ. The term is now used to describe whatever tome was buried in Lothrim's Tomb.

PEONI *The Restorer, Bringer of Life Renewed, Maker of Balms, Lady of Truth, Everliving Daughter of White Virtue, Guardian of the Meek, Lady of Industrious Labors and the Ripe Harvest, Confidant of Lovers, Lady of Honest Love.*



In Hârn, Peoni is the most popular deity among those who work with their hands or of peasants who are virtuous and value hard work as the path to just rewards. She is the kindest and most gentle of the deities. Peoni will accept any with an honest heart into her fold. She loves the scholarly who use their knowledge in service to others, the meek and innocent who have no power to care for themselves, the hard working, and lovers who love with true love.

Peoni is the patron Goddess of healing, the poor, agriculture, fertility and lovers. She requires of her adherents a strict moral code of gentleness and kindness to others, but is forgiving of those who transgress.



Priestess of Peoni

She is most often represented as a young girl with gentle hands worn red from hard work. She is symbolized by spring flowers (especially the humble daisy) or by the fruits of the harvest.

The clerics are divided into two, celibate orders: the BALM OF JOY (female); and the IRREPROACHABLE ORDER (male). The primate of Peoni for Hârn is Grandmistress of the female order; her seat is in Thay.

The Church of Peoni is always verging on bankruptcy, since most of its income is distributed to the poor. Large Temples have houses of healing; patients pay according to their means. The clerics are most often found among the poor and sick. Clerics of Peoni change their garb with the season, wearing white in winter, green in spring, beige in summer, and yellow in autumn.

Major temples exist in all Hârnic cities except Golotha The countryside is dotted with minor Peonian shrines

PEONU The 2nd month of the year by TUZYN RECKONING; it falls in the middle of spring.

PERAN An immense tract of densely forested wilderness in NW Hârn which is the range of the KUBORA and URDU nations.

PERATH A river of Peran.

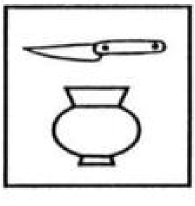
PERELYNE OF TENGELA, Saint First pontiff of the Church of Larani.

PERFUMERS' GUILD The monopoly of this guild includes the making and sale of soap, perfume, and incense. Some temples have a special dispensation to make such things themselves, but most buy from the local perfumer. The guild is secretive about its arts. Shiran perfumers are famous for their subtle essences.

PERISHIRE A shire in Kanday.

PESINO An Earthmaster site in the Shava Forest (?) known for artifacts of alarming potency.

PHYSICIANS, Society of Variation in expertise among the members of this guild is extreme. Some masters are primitive, incompetent quacks (but cheap); others are skilled surgeons and command high fees. Most physicians apply their talents to general practice. The guild is loosely organized. Very little thought is given to maintaining standards, but of course, if a physician kills or maims too many important people, he is likely to encounter problems. Many physicians have associations with the Church of Peoni and many dabble in magic. Physicians are highly respected and earn good incomes.

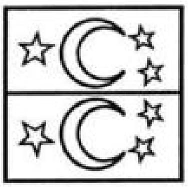


PIA-GARDITH An Ilviran sect in Golotha involved with the procurement of IVASHU for the PAMESANI GAMES.

PIKE A spear 10-14 feet in length. The pike is a mass infantry weapon requiring special tactics (and a lot of courage) to be effective. Hardly ever seen in western Lythia, and almost never on Hârn.

PILLAR OF FIRE A mystical symbol of the god Agrik. **Order of the ~** The male, clerical sect of the Church of Agrik which sponsors the Order of the *Companions of Roving Doom.*

PILOTS' GUILD While the captain decides on ports of call, it is the pilot, a master navigator, who plots and steers the course. Since the pilot's function is the most skilled on board, he is usually paid more than anyone else, with the possible exception of the captain. All ocean-going vessels over 30 feet are required to carry master pilots. Master pilots are also employed as harbormasters in all major ports. When navigating a river, a local pilot is usually required, and pilots familiar with reefs, or other special hazards, may be available at nearby ports. Fishing vessels, operating to and from their ports of registry are exempt. The Pilots Guild is powerful and well organized. Master pilots are given immunity, even by most pirates; it is almost universally taboo to harm them. They are simply much too valuable.



Every pilot compiles a *rutter*, containing his accumulated knowledge along with some gathered by other pilots. A rutter is carefully guarded and may be the most valuable item aboard ship; it's loss could easily bring disaster. The unauthorized possession of a rutter carries the death penalty, but their high value is an enormous temptation to thieves. A sizable reward is available to anyone who turns in a "lost" rutter at a guild hall.

Apprenticeship usually involves at least nine years of rigorous training. The rank of journeyman does not exist. A good pilot can become wealthy, owning his own ship, but the rough seas around Hârn claim most before they can die in their beds.

PITECH A peak in the Felsha Mountains.

PITS OF ILVIR A name for ARAKA-KALAI.

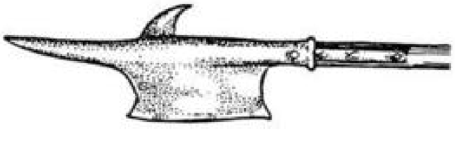
PLAIN OF TOWERS The district around ELKALL-ANUZ. The site of a flourishing Jarin culture between the CODOMINIUM and the ATANI WARS.

PLATE ARMOUR Any metal (usually iron or steel) which forms a rigid continuous covering. Plate armour is relatively rare; articulated plate is unknown on Lythia. Its use is generally restricted to breastplates, helms, and small plates for spot protection. Plate offers good to excellent defense against all strikes.

PLED CASTLE The domain of clan Storzand in Orbaal.

POLEARM Any infantry weapon with a shaft exceeding six feet in length. Polearms are mainly designed as anti-cavalry weapons, but their effective use requires superb training and morale. All polearms are two-handed weapons In crowded melees, they may be liabilities.

POLEAXE A one or two bladed battleaxe with a longer handle. Some have a single-blade and a spike opposite the blade, some also have spear heads. The Bill, a peasant tool used for pruning trees, is one common form of Poleaxe.



POLERYN The 16th king (557-585) of Melderyn and the last monarch of its Rylian Dynasty. Poleryn's queen was barren but the king was devoted to her. In 573, Poleryn granted a charter to the refugees of the ALEATHIAN ODYSSEY, enabling them to found the city of Thay.

POLRAE A dangerous and malicious spirit of Jarin Lore who inhabits ruins and caves and attacks unsuspecting travelers. Sometimes called the "red comb" from its habit of dipping its cap in the blood of its victims.

PONTIFF Supreme (mortal) head of a church.

POTTERS' GUILD The guild with a monopoly over the manufacture and sale of ceramics. Potters produce pots, vases, urns, jars, etc. The master potters of Thay and Coranan are noted for their artistry.

PRADEYALKRI The divine "old gods" of Ivinia, defeated by SARAJIN.

PRICES, see: *Overview.*

PRIMATE Supreme leader of a church in an entire country or region. Most churches divide the world into *Primacies*, or ecclesiastical provinces. Often the boundaries coincide with those of secular states, sometimes not. Hârn, for example, is by all churches treated as a single Primacy despite the fact that it contains several kingdoms.

PRYEH The collective term for the GARGUN dwelling west of ELKALL-ANUZ.

PUJET A Gargun cave-complex in western Orbaal.

PURIL The 4th monarch (681-689) of RETHEM. Puril was the ambitious commander of King Nemiran's bodyguard. When Nemiran was assassinated in 681, Puril ruled as regent for six months and then, when all legitimate claimants to the throne "mysteriously died", "reluctantly" became king. In 682 he supported EZAR'S WAR, and very nearly won it. Devising a brilliant campaign to outflank Kanday, he moved an army by sea and captured the independent states of Hebon and Sarkum, both Kandian allies. Puril suffered a mortal wound assaulting Sarkum, and died there in 689.

PUTEST A peak in the central Felsha Mountains.

PVARISM A philosophical structure which sees the cosmos in terms of elements. Not all Pvaric philosophers see the Pvaric model as a literal description of the nature of substances. Most see Pvarism as a conceptual framework for focusing on the universe. Different schools use varying numbers of elements. The most popular is the Hexal system which recognizes six elements: Air, Fire, Metal, Earth, Water, and Spirit.

PWEFFYN A peak in the Jahl Mountains.

PYXYN A Gargun cave complex in the Sorkins.

Q

QUALDRIS CASTLE A fief in the Kaldoric shire of Osel held by Earl Meleken of Osel from the king. The Earl, a man of renowned honor, set out early in 719 in search of a murderer; he has not returned.

QUARTERSTAFF See: STAFF.

QUIMEN A keep in Orbaal held by the Order of the CRIMSON DANCER. Quimen was a Jarin keep until 701 when it was seized by the Crimson Dancer. This act sparked the JARIN REBELLION (701-703).

QULF An island in the Afarezirs.

QUORONE A peak in the Jahl Mountains.

QUSTE A keep in the Rethemi shire of Parach.

QUSTUP A Gargun colony in the Rayeshas.

R

RACYN An island keep at the mouth of the Nuem River.

RAELAN The 4th monarch (361-366) of the CORANI EMPIRE. Raelan was the younger brother of LOBIR and succeeded to the throne when his elder brother died without legitimate heir.

Raelan adopted a policy of expansion into the mountainous Hefiosa region. Raelan mounted a campaign against the region; his army was trapped by Winter snows and soundly defeated the following Spring at the Battle of Klondis in 366. Raelan was killed during the debacle. His son Arosta the Conqueror succeeded him.

RALDIR see: ALORIN.

RAMALA GAP A flat, forested region between the Mimea Hills and Athul. The gap is crossed by the Salt Route and patrolled by the Ramala Legion.

RAMALA The largest of the six provinces of the Thardic Republic. The native Tulwyn have resisted all attempts to settle the eastern half of the province and many soldiers of the Ramala Legion have fallen here. The men of the Legion have a saying, "Nothing lies beyond Taztos save arrows thick as rain and an unmarked grave". The current magistrate, Mardorva of clan Seris, declines to live in the province, preferring his Shiran townhouse.

RAPE OF THAY The Ivinian assault on the Thay in 705. The Ivinians, in a fleet of 40 dragonships, invested the city, but could not breach its defenses. For 3 days they vented their frustration on nearby villages. Finally, the Ivinians retired, carrying off many women and much booty. Two years later, the Ivinians returned (see: CAPE RENDA DISASTER).

RAYESHA MOUNTAINS The range of mountains stretching along the north of Lake Benath. The inhabitants of the mountains are mostly Gargun.

RED DEATH A plague of spotted fever that afflicted Hârn in 559-560. Some areas were sorely afflicted. In Tharda, the plague, followed a series of floods and famines, and contributed to the hopelessness that propagated the BALSHAN JIHAD.

RED GUARD The secular fighting-order formed in 674 (from the Autarch's Guard f. 636) to protect the Chamber of the Red Domes, the Thardic Senate. The guard is headquartered in the Coranan Citadel and is the only army unit permitted within the city walls. The Guard sees itself as the cream of the army; entrance requirements are high, but years of indolence and the practice of granting commissions to favorite nephews, has probably blunted its fighting edge. The Guard is also supposed to be the garrison/police force of Coranan, but it deems such duties beneath its dignity and they have gradually been taken over by a plethora of private mercenary bands.

RED SHADOWS OF HERPA The fighting-order of the Church of Agrik sponsored by the clerical Order of HERPA THE MACE. The order is headquartered at Menekai, in Rethem. It favors a crusade against the rest of Hârn.

In 708, the Order sent a force across the Gomisen and captured Themeson keep from the Thardic Republic. However, when a faction broke away to become the COHORTS OF GASHANG in 714, they seized Themeson for their own. The Red Shadows are currently undertaking a long-term campaign to exterminate the Kubora tribesmen of SE Peran. In keeping with their policy of spreading the word of Agrik by the-sword, the order supports Chafin III, whom they see as a leader who might be able to unify Rethem and lead the crusade they desire.

REDIRA The Whimsical and sometimes musical jester — one of the aspects of SAVE-K'NOR.

REEVE The chief UNFREE tenant of a feudal village. The reeve is appointed or elected and is usually a VILLEIN.

RENDA, CAPE A prominent headland northwest of Thay. The hilly point overlooks extensive reefs known as the Renda Rocks. This graveyard of unwary seafarers is given a wide berth. Site of the CAPE RENDA DISASTER.

REREBRACE Plate or KURBUL armour for the upper arm.

RESTORATION, The A name used in Kaldor to describe the events of 406 whereby the House of Orgael was removed from the throne in favor of Aidrik III. Aidrik was properly a member of the House of Tane which had been deposed in 377 but changed the name of his dynasty (to Artane) to symbolize a new start.

RETHEM (1) A region of northwest Tharda. (2) A province of the former CORANI EMPIRE infamous as the cradle of the BALSHAN JIHAD. **Kingdom of** - The kingdom founded in 635 by ARLUN the Barbarian. Rethem combines the barbarism of its Peran conquerors with the spiritual traditions of the Theocracy of TEKHOS to make it Hârn's most treacherous and dangerous, state. While Rethem is a kingdom on the feudal model, only lip-service is paid to institutions of fealty and honor. In practice, Rethemi politics are a maelstrom of intrigue and assassination and the kingdom suffers from chronic disunity, to the verge of anarchy. When Chafin II died in 715, a covert power struggle ensued among his relatives. The ruthless cousin who emerged the victor took the name Chafin III. Chafin's drive and competence lead many to believe that he will, if he lives long enough, unite Rethem under his iron fist and redress the "wrongs" suffered by his kingdom at the hands of hated Kanday.

RHU RIVER A tributary of the Kald rising in the NE Felsha Mountains.

RIDDLEMASTER See: Anrist Point

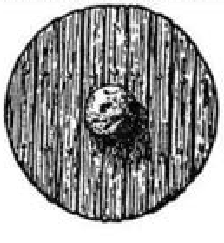
RIDOW An EARTHMASTER city said to lie beneath the ocean south of Hârn. Legends abound about her citizens, most often men with fins and gills.

RING Armour made of heavy cloth or leather, reinforced with intermittent metal bezants, rings, or strips. This improves defense against edged weapons, but has little other effect

RION-ISHAR The official name for the PONTIFF of the Church of SAVE-K'NOR. The Rion-Ishar is traditionally the Grandmaster of the Shea-al-Aecor. His seat is the city of Berema in EMELRENE.

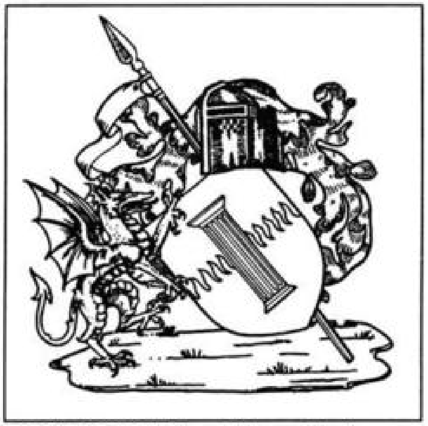
ROLOTH The 16th ruler of Kaldor (533-559), grandson of Queen Chelebin II. He died of the RED DEATH in 559.

ROUNDSHIELD Any round shield with a diameter between 20" and 30" with a metallic boss, which may be spiked. The circumference (rim) is often



banded with metal, but sometimes (particularly in Ivinia) it is left unprotected and used to catch (and hopefully break) enemy blades.

ROVING DOOM, Companions of An Agrikan fighting-order sponsored by the clerical order, PILLAR OF FIRE. The order's house is Arketh, from where knights of the order sally forth to commit acts of brutality. Rethemi kings have traditionally employed them to lean on troublmakers, enchanted, no doubt, with their efficiency.



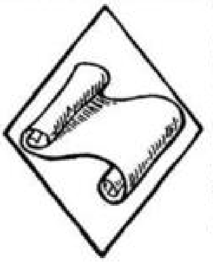
ROYAL WRIT A written order from the crown (or its delegate) to any feudal or royal court, that a plaintiff's case be heard

RUNIC The angular, stone-carving script, originated by the Khuzdul or the Ivinians and used throughout eastern Hârn.

RUON, LAKE A lake in northern Orbaal.

RUTHUBA An assortment of Gargun bands living near Tontury Lake.

RYDEQUELYN (***Order of the Fool***) The most prominent sect of the Church of SAVE-K'NOR. The order stresses the comedic aspect of the deity and is known for satires of leading figures.



S

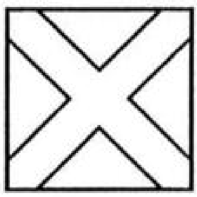
SABALYNE The 5th ruler of the House of Burzada, Chybisa's 19th monarch and 1st queen. Although she was only the 4th offspring and 2nd daughter of Lonarar, she succeeded in 559 when her father, and most of her siblings perished in the Red Death. She was an good ruler, although her attempts to restore and improve the kingdom's defenses met with failure due to the inertia and corruption of her lieutenants. When she died in 590, she had achieved little more than the love of her subjects.

SALARA The official name for a PRIMATE of the Halean church. The Salara for Hârn is the High Priestess of the Shiran temple.

SALT ROUTE The trail running from Tashal to Coranan, so named because it was first used to transport salt from Tharda to Kaldor, although other goods now move in both directions. Ninety percent of the traffic is carried by two great annual caravans, one in Spring bearing salt and other goods from Tharda to Tashal, and the other in late Summer or Autumn conveying the products of the east to Coranan. At other times, smaller groups of bold merchants use the trail, but most are reluctant to risk the danger of tribes along the way. From the Farin River west, the trail is sporadically patrolled by the Ramala Legion. The trail east of TROBRIDGE INN is intermittently guarded by forces of the King of Kaldor.

SALT WAR The war between the Thardic League and Kaldor 672-673, ending with victory for the latter. Caused by a dispute over the salt trade, the war was neither long nor particularly bloody, but the defeat of the League contributed to its replacement by the Thardic Republic in 674.

SALTERS' GUILD Salters monopolize the retailing of salt, an essential mineral since it is the principal method of food preservation. A master salter might own a shop, where salt and pickled foods are sold. Salt is extracted by the Miners' Guild, and transported by Mercantylers, where it can only be sold to a master salter, who marks it up for resale. In coastal regions, some salters produce sea-salt by evaporation, but the process is expensive and rock salt tastes better. Salt typically costs a farthing a pound; pickled and salted foods are usually 50-100% more than the prices of fresh food.

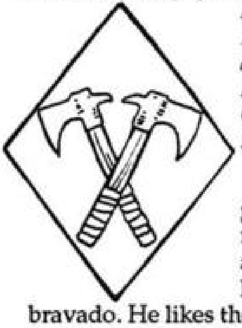


SANGUINE SALTIRE The chief herald of Rethem. **Manse of the ~**, College of Heralds in Golotha, residence of Sanguine.

SANRIC The names of two kings of NURELIA. ~ **I** Founder of the kingdom of Nurelia, which he ruled from 125-140TR. ~ **II** The 2nd king (140-172) of Nurelia.

SAPELEH Rituals of the Church of Peoni. **Lesser ~** are lay services including such events as communal blessings of the planting and/or harvest, celebrations of saint's days, etc. **Greater ~** A four day purification rite that begins on the 14th of each month and is undertaken only by high-ranking priests. The Greater Sapeleh involves much fasting, prayer, and meditation.

SARAJIN *King of the Icy Wind, Lord of the Perilous Quest and Blooded Axe, Master of Frosty Climes, the Gray Slayer.*



Sarajin is a god of battlelust, requiring of his adherents fearlessness and bravado. He likes those who love the sport of war, and takes great pleasure in watching, and even participating in, large battles. The only virtue universally admired among the adherents of Sarajin is courage. Some follow the LJARL, but backstabbing and treachery is not unknown.

Sarajin often appears as a giant, yellow-haired warrior in leather and furs, bearing FAKANG, his great double-bladed axe. He has many symbols including the demigods USNARL, JARLAK and NJEHU, crossed handaxes and his sled, Shalka. Sarajin dwells at TALAGAAD.

The worship of Sarajin was brought to Hârn by the Ivinians. It is sometimes said that *they who follow the King of the Icy Wind worship death*; this may explain the failure of the religion to win adherents among Hârnians not of Ivinian ancestry. Outside Orbaal, small temples exist only in Tashal and Thay.

Where Sarajinianism is practiced, the religious needs of the community are taken care of by a single clan. The Ivinians tend to approach religion like any other business. It is a loosely organized religion, little interested in rituals or frills. Clerics of Sarajin have no particular mode of dress; most are warriors and dress accordingly.

SARDURA Princess of Golden Wrath. One of the seven demi-divine handmaidens of Halea. Sometimes called the *Left Hand of Bargains,* Sadura is the messenger dispatched by Halea when a contract is violated. The demi-goddess uses her *subtle stings* to ensure that those who break their bargains are far worse off than they would have been had they kept them.

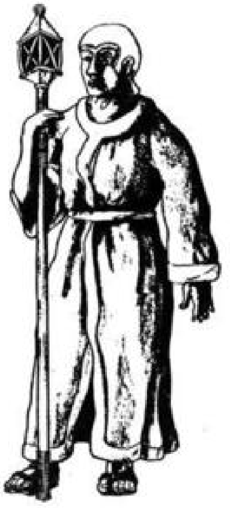
SARKUM CASTLE Located in the Kandian shire of Selion, Sarkum is the principal seat of the Earl of Sarkum (clan Milaka).

SATYR A male SYVERHYN.

SAURACH The younger brother of Sylud the Scholar, 11th emperor (485-491) of the CORANI EMPIRE. He was a religious zealot who used the power of the throne to create an Agrikan religious theocracy, going so far as to support the church with imperial revenues. In 491, Saurach proclaimed the infamous *Unification Writ* which banned all other religions in the empire. A few hours later, a woman dressed in crimson robes broke into the palace, overpowered a bodyguard of 15 men, cut the emperor into two equal parts with one stroke of her sword, and mysteriously disappeared. For more information, see *Saurach's Ring* in **CK.**

SAVE-K'NOR *Lord of Puzzles, Conundrums and Mazes, Sage of the Gods, Lord of Jesters, Mixer of Potions, Knower of Many Things, Keeper of the Var-Hyvrak, The Lost Guide.*

Save-K'nor will not accept worshipers of less than high intelligence. He has a voracious appetite for knowledge and goes to great lengths to obtain mysterious scrolls and books; his adherents make frequent sacrifice of such esoteria. Save-K'nor most often appears as an aged sage, a beggar in rags, a minstrel, bard, skald, or jester. The God is symbolized by a scroll (usually blank) a book (always portrayed with illegible script), a quill & inkpot, and UHLA, the black lantern.



Priest of Save K'nor

The religion of Save-K'nor is intellectually demanding; there are few adherents although major temples exist in every Hârnic city. The church is particularly prominent in Melderyn and in Tharda. The best known sect is the RYDEQUELYN, and there are two other orders, the HYN-AELORI, and the exclusive SHEA-AL-AECOR.

SAVOR The 9th month of the year by Tuzyn Reckoning, the last month of Autumn.

SAVORYA The convocation of the Shek-Pvar whose elemental base is spirit/aura/mind/etc. Perhaps the most esoteric of the convocations, Savoryans are known as deep thinkers who practice subtle magic.

SCALE ARMOUR Leather or heavy cloth reinforced by a continuous layer of overlapping metal plates. Superior scale is equivalent to lamellar.

SCARLET RIBBON The trail from Dasen to KUSTAN. Blazed during the CORANI EMPIRE in the reign of Kobar the Eternal, it was the scene of frequent ambushes by the Kubora, culminating in the massacre at Kustan in 477. The route is still used by fearless traders, but is not a busy highway.

SCRIPTS Any LANGUAGE may be written in any script, and any script can convey any language. Three scripts are used on Hârn: LAKISE, RUNIC, and SELENIAN.

SCUTAGE Money paid by an enfoeffed VASSAL to his LIEGE in lieu of military service and sufficient to hire a replacement. There are many reasons why scutage might be paid; the age and/or infirmity of the vassal, for example. Scutage may even be preferred by a liege who has no need of military service at that time.

SEAFARER IBENIS The *ferryman of souls,* who, according to Ilviran belief, bears the souls of slain Ivashu back to Araka-Kalai. **Order of ~,** An Ilviran sect with its temple in Shiran, where it organizes pilgrimages across Lake Benath to Araka-Kalai.

SEAMENS' GUILD Anyone hiring a crew for a vessel over 30 feet must do so from the Seamans' Guild. If the guild cannot provide sufficient hands, unguilded labor can be used temporarily. The ranks of the guild are: apprentice (deck boy), ordinary seaman (OS), able-bodied seaman (AB) and master mariner (MM). A master mariner is not usually the captain of a ship. A captain is appointed directly by the shipowner and may be completely ignorant of maritime affairs. Sometimes a master mariner is appointed captain, sometimes the master pilot is so honored. A large ship is likely to have a captain, a master pilot one apprentice pilot, and a master mariner. The captain is the owner's agent, deciding on such matters as ports of call, cargoes and transportation rates. The master mariner is responsible for day to day operation, maintenance, and commanding the seamen aboard. In these tasks he is assisted by a boatswain (bosun), a veteran AB.

Because a seaman rarely serves on the same vessel throughout his career, an elaborate procedure is used to keep track of his status. When a seaman is discharged from a ship after a voyage, the master mariner must report the details of his service to the local guildhall. When a seaman has acquired sufficient time to be promoted he receives a tattoo on his left arm. The tattoo for the rank of OS is a red dolphin; that for the rank of AB is a black anchor positioned behind the dolphin; finally, the image is contained within a two inch blue circle when he achieves the rank of master mariner. The penalty for bearing a false tattoo is amputation of the offending limb. As a result, a Hârnian with his left arm missing is not readily employed as a seaman, except on pirate vessels or fishing boats.

SEBRATH The abbot (abbess) of Tengela, and supreme mortal head (pontiff) of the Church of Larani, a powerful secular lord.

SECOND THEOCRACY See: GOLOTHA THEOCRACY.

SEHRA-TU-YALAH The Nolah who fell in love. A tragic figure of Ilviran tradition. Sehra became enraptured by an Elmithri whom he covertly watched. When, after many years, he declared his love, the sprite mocked his "ugliness" and he sought death soon after. As unlikely as the tale seems, the Ilvirans preserve it for its moral — perhaps that only an Ilviran can properly appreciate the nature of the IVASHU.

SELENE RIVER A tributary of the Nephen river.

SELENIAN The cursive script of the Sindarin whose invention is credited to the demigod SWELDRE.

SELINA Princess of Abundance. One of the seven demi-divine handmaidens of HALEA, Selina guards the treasures of the Goddess and, like her mistress, bargains her considerable favors with mortals — Selina's demands are, however, rather less extreme.

SELION (1) A shire in Kanday. (2) A strip of land, typically 660 x 33 feet, in an open field, about half an acre. Tenants hold selions scattered around the open fields, to ensure a variety of crops and good land.

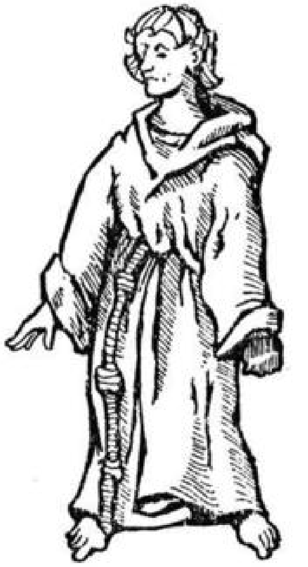
SELVOS CASTLE The seat of the Earl of Selvos (clan Chahryn).

SEMETH A shire in Kaldor.

SERELIND One of the former SEVEN KINGDOMS of eastern Hârn. Serelind was established in 142 by Calsten (142-162) of the House of Tane. His successor, Medrik I, added Pagostra and Kephria to the kingdom and changed its name to Kaldor in 188, reigning as the first king of Kaldor until 192.

SEREN Rituals of worship in the Church of Save-K'nor. They tend to be succinct and infrequent.

SERENIEL, *The Judge of Stones.* The demigod who intercedes at the court of SIEM on behalf of the Hârnic Khuzdul. According to Khuzan mythology, Sereniel breathed life into the dwarves to end their long slumber



SERF An UNFREE peasant.

SERLU A peak in the Felsha Mountains.

SETHA HEATH A large desolate area, known for treacherous bogs and high winds. When the winds blow on the heath at night, *...the Gods may be heard howling their displeasure to trespassers.*

SEVEN KINGDOMS A collective name for Nurelia, Serelind, Pagostra, Kephria, Chybisa, Elorinar and Melderyn. All seven coexisted in eastern Hârn after the demise of Lothrim into the early stages of the MIGRATION WARS.

SHADRYN-VARS A ritual of the Church of Morgath. Like most such rituals, little is known of it to outsiders.

SHALA The founder and first king of Kephria (128-145). Shala was of the house of Eish and either he, or his father, is believed to have been one of Lothrim's lieutenants. Shala and his band participated in the sack of KELAPYN-ANUZ and founded Tashal on its ruins in 128.

SHALKA The legendary sled of the god SARAJIN.

SHARAT (1) ~ **I:** The first king (475-506) of Chybisa after its secession from Melderyn. He was the first ruler of the house of Burzada and Chybisa's fifteenth monarch. Prior to the secession, Sharat was merely a powerful baron; he was elected by his peers when a bastard succeeded to the Melderyni throne. (2) ~ **II** The 17th monarch (521-241) of Chybisa.

SHATA An island in the Gulf of Ederwyn.

SHAVA FOREST A region of dense, forest lying on the coast of south central Hârn. The Shava Highlands comprise the northern third. Most of the Shava Forest lies within the Kingdom of EVAEL.

SHEA-AL-AECOR The smallest and most exclusive of the three clerical orders of the Church of Save K'nor. Also known as the *Order of the Lost Guide*, only exemplary scholars belonging to the two other orders, HYN-AELORI and RYDEQUELYN are admitted. Temples to the order exist in Coranan and Cherafir.

SHEK PVAR The collective name for six ancient and esoteric sub-orders (convocations) within the *Guild of Arcane Lore*. The origins of the Shek-Pvar are obscure, but all six convocations predate the founding of Melderyn by at least a thousand years. The Shek-Pvar have a common world view known as Pvaric Philosophy, essentially a way of perceiving *Kelestia* (the cosmic all) in terms of key elemental principles. Shek-Pvar who have learned to attune to these principles, may draw certain kinds of power into their Aura and, with practice and discipline, can manipulate these energies to their will. Such are the ways of mages.

Each convocation places different stress on certain Pvaric principles because it is difficult for any individual to embrace more than a narrow range of compatible principles. A spellcaster who is attuned to fire, for example, finds water particularly abhorrent. The names of the six convocations are noted below.

Convocation	**Element**	**Principles**
Lyahvi	Air	Light/Illusion
Peleahn	Fire	Pyrotechnics
Jmorvi	Metal	Artifice
Fyvria	Earth	Life Cycles
Odivshe	Water	Hydrotechnics
Savorya	Spirit	Psionics

Masters of the Shek-Pvar are not numerous, perhaps less than one hundred in all of Hârn, the majority of whom reside in Melderyn. Each convocation has its own chantries where Pvaric philosophy is studied and taught to a few apprentices. Entrance requirements are obscure, but a naturally high aura (psychic ability) is a prerequisite.

SHELIR (1) ~I The 6th king (186-240) of Melderyn. (2)~ II The 18th king (639-651) of Melderyn.

SHEM A tributary of the Kald.

SHENAP A Keep in Melderyn.

SHEREM One of the Kethrian Family of worlds.

SHERIFF (*Shire Reeve*) The royally-appointed chief judicial officer of a SHIRE.

SHERWYN CASTLE The domain of clan Sherwyn in Orbaal.

SHESNEALA The monthly holy day of Halea on the seventh of each month. This is when the *Shesneal* Ritual(s) are performed.

SHIELDS Many different shields are used on Lythia, all perform similarly in combat, although quality varies with the manner of construction. Most are made of wood and often faced with metal or leather. Tribal shields are often made by stretching treated hide over wooden frames. See: BUCKLER; KITE SHIELD; KNIGHT SHIELD; TOWER SHIELD.

SHINKRA-AKRA A mystical symbol of the Church of NAVEH in the form of a translucent human skull. Shinkra-Akra manifests the common mortality, and transient existence of men.

SHIPWRIGHTS' GUILD A master shipwright is fully qualified in the arts of vessel design, construction, and outfitting. His yard will make all of the ships, boats, and maritime accessories required in his market area. A freemaster's yard, (no town has more than one) may produce sturdy, sea-going ships, or be limited to the production of small river-craft, cordage and fishing-nets. While the monopoly does not cover rope, shipwrights produce the best. Some master shipwrights are bonded to ships where they serve as ships' carpenters.

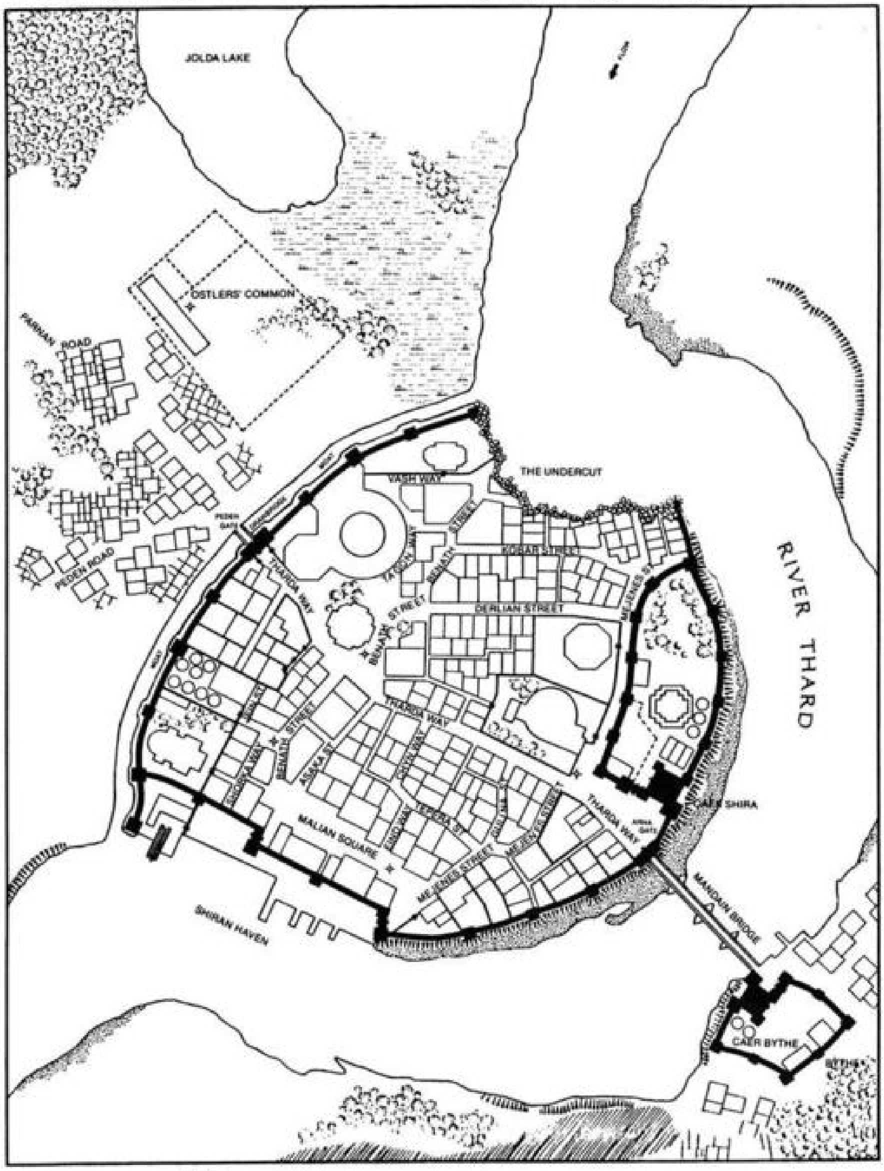
SHIRA The tribe(s) dwelling on the SW shore of Lake Benath defeated at the Battle of the Source in 372 and absorbed into the CORANI EMPIRE under Arosta.

SHIRAN A town in Tharda, founded in 391 by the Corani Emperor Malian, at the point where the River Thard flows from Lake Benath. First established as a legion fortress in the newly acquired province of Upper Tharda to govern the native Shira, Shiran's early existence lacked distinction. It was not until the end of the fifth century that the settlement developed into a real town with all of the commerce and bustle this entails.

The coming to power of clan Tekhos in 543, marked the coming of age of the city and it reached its zenith when HORAHNAM established the capital of the Theocracy of TEKHOS in Shiran. After the collapse of the Theocracy in 588, Shiran became capital of the Shiran Republic, and in 625, joined with Coranan in the Thardic League in 636, and the Thardic Republic in 674.

Shiran is famous for the manufacture of perfumes and dyes, and for the skilled pleasure-slaves and courtesans it produces. There is a paved highway linking the city to Coranan but most bulk cargoes are moved by barge and boat on the Thard. A high degree of religious toleration has always existed in Shiran, even during the Theocracy of Tekhos. The chief Hârnic temple to the Goddess Halea is housed in the city.

SHIRE A royal administrative and judicial district of a kingdom. The division of Kaldor into shires was well under way by the latter part of the 3rd century and the concept has spread throughout most of Hârn. A



shire is a province containing royal courts and judges, before which all litigation between *freemen* must be tried. Shires may be subdivided into HUNDREDS with their own legal organs. In each hundred/shire there are appointed *jurors*, whose obligation is to attend the Hundred and/or Shire Moot, and pass judgment in the king's name. The presiding officer over a shire is a sheriff (Shire-Reeve) and that over a Hundred is called a *bailiff of the hundred*. These officers are charged with responsibility for executing the decisions of the Moots and with deciding whether appealed cases should be permitted to rise to higher courts. Since Moots meet no more than monthly, these officers wield considerable power that is often (particularly in Rethem) open to abuse.

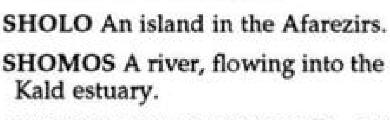
SHOBALD The founder and first king (160-183) of Chybisa. He is believed to have been a Melderyni knight whose mission was to bring peace and civilization to the region.

SHOLO An island in the Afarezirs.

SHOMOS A river, flowing into the Kald estuary.

SHORKA THE TERRIBLE The 14th monarch (528-555) of the CORANI EMPIRE. Shorka succeeded his "father" KORAD THE FOOL; some doubt exists as to the identity of his true father. His epithet, *terrible*, is partly based on the fact that he poisoned Korad, but is also due to the corrupt and tyrannical regime he oversaw. He was a weak emperor, uninterested in affairs of state, which he left to his court astrologer WORKOL. Workol's policies were so unpopular that when Shorka died of an apoplectic fit in 555, the empire rejoiced.

SHORKANA A light throwing-axe. The weapon originated in Shorkyne, and is now used throughout NW Lythia.



SHORKYNE A great feudal kingdom on Lythia near Hârn, where tenants in chief are more powerful than most Hârnic kings.

SHORTBOW Any bow less than four feet high. Shortbows are common among tribesmen and in eastern Lythia, where they are made from bone, metal, or composite hardwoods, and are often recurved. The tribes of central Lythia, use special shortbows from horseback. Maximum effective range is 200-300 yards.

SHORTSWORD Any double or single edged, straight-bladed, sword averaging 24 inches in length. This is a popular mass infantry weapon.

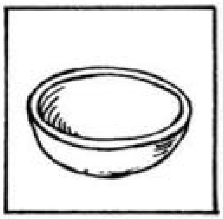
SHOSTIM CASTLE The principal seat of King Chafin III of Rethem and the shire moot of Parachshire. Chafin has recently commenced building a town wall.

SHUGANAL The official name for a Primate of the Church of NAVEH. The Shuganal of Hârn keeps his seat in the Coranan temple.

SHUNTUL The ritual/social practice among the Kubora of Peran whereby numbers of males enter a small hut and indulge in a sweatbath.

SIDHE The legendary "High Elves" of purer blood than common Sindarin. Their woodcraft skills are awesome, almost semi-divine.

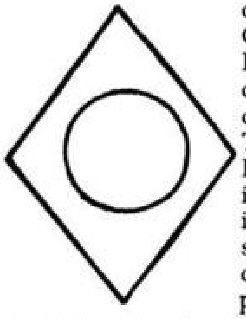
SIEM *Master of the Lords of Dream,* Bringer of Meritorious Dreams and Blessed Forgetfulness, Lord of the Starlit and Thrice-blessed Realm, King of the Uttermost West, Master of the Sundered Ones in Exile, Spirit of the Mist, Never-changing Lord of the Azure Bowl.



Siem is a benign god of mystery and shadow, magic and dreams, a wielder of esoteric powers, and a knower of secrets. At one time, Siem was foremost of the gods of Hârn, the personally-present king of the Sindarin. Prior to the coming of men, however, Siem laid down his scepter and quit Hârn in favor of the BLESSED REALM but will still, on occasion, answer the call of his Hârnic followers.

Several of his demi-divine underlings, notably SERENIEL and SWELDRE, are more accessible and may be worshipped directly. Siem's priests are wielders of illusion and keepers of ancient secrets. They are fond of symbolism and magic and attach much significance to the stars and twilight. They build no temples, preferring to worship in sacred forest glades under the stars.

SILKEN VOICE The only clerical order of the Church of HALEA. It is a female order noted for its comely members. The order's main Hârnic temple is in Shiran, where it is famous for its sale and "rental" of highly trained pleasure slaves.



SILVER HARP, King of Arms The chief herald of Evael. **Silver Harp Palace of Arms** The residence of Silver Harp.

SILVER WAY The trail linking Tashal and Azadmere via NANIOM BRIDGE.

SIMPLE *Common* (as in commoner). The opposite of GENTLE. The broad social class comprising the vast majority of the population (all but the nobility).

SINDARIN The elves of Hârn resemble humans, but tend to be slim, slightly shorter, graceful and fair of face. The Sindarin are immune to human diseases, tending to suffer from ailments of the spirit rather than those of the flesh. Unless they fall victim to violence, elves live forever. Their immortality profoundly influences their character, giving them great patience, sensitivity, wisdom, and moodiness. A Sindarin may sit, or stand, for days on end, unmoving, contemplating a personal view of Kelestia. Sindarin do not sleep, experiencing instead a half-conscious blend of dreaming and waking. They are also strongly magical. The Sindarin dwell within the SHAVA FOREST in the Kingdom of EVAEL, ruled by Tar-Aranath (King Aranath), an elven king of great age, wisdom, and power. The elves neither farm nor keep livestock, not liking to interfere with the natural beauty of their forest. They are, in effect, hunter-gatherers of such skill that they never seem to starve or suffer a dearth of leisure time for the pursuit of their unique poetry-music and other arts.

ELSHAVEL is the seat of Aranath and ULFSHAFEN the kingdom's port. The majority of the elves live in bands ranging at will throughout the forest. Outsiders are rarely permitted within the forest. Aranath is aware of each leaf and twig within his realm; the woodcraft of his subjects is awesome. A few Sindarin enter into human society for a few decades or centuries in their youth. If they are recognized as elves, they are often treated with suspicion and jealousy. The Sindarin and the Khuzdul do not generally like or associate with each other. When elves grow weary of Hârn, they set sail from Ulfshafen in ships with white sails, headed for the Blessed Realm, never to return.

SIRENDEL A Keep in Kaldor.

SIRION SCROLLS In 481, an expedition sponsored by the Corani Emperor Sylud, discovered a cache of Khuzan scrolls near the mouth of the Deret River, thought to be the site of the Battle of Sirion. The scrolls told of events seven millennia ago and hint at events prior to this, covering in somewhat ambiguous terms the origin of the Hârnic Khuzdul. The Scrolls were stolen from the Library of Sylud in 553 and, if they still survive, their present location is unknown.

SIRION, Battle of The great battle between Lothrim the Foulspawner and the Khuzdul of Kiraz. The dwarves won, avenging Lothrim's destruction of their great city a few months earlier, marking the end of Lothrim's empire.

SKARAKYLDRIK Sarajin's Father, one of the Pradeyalkri he defeated to take control of Ivinia.

SKIVAAL, *The Mariner.* One of the Avalir, a celebrated figure of Ivinian folklore. Skivaal set out to avenge his mother's abandonment by Sarajin. The god admired his courage, but despised the fact that he wanted to kill his father. The god took Skivaal's memory, and left him to sail the northern seas forever.

SKORUS: The Mixer Tenth constellation (Ilvin 3rd—Navek 2nd) of the Kethiran zodiac, located in the Southern sky.

The mixer symbolizes the blending of things to make new things. It lies at the transition of air and water and can represent condensation or precipitation, the kinds of transformation that can be brought about by love and learning, the result of thoughtfully contrived harmony.

Skoruns possess strong, motivated intellects. They are governed by emotion, but are aware of this. Their lives are often filled with sadness which they are able to learn from. They make good friends and delight in bringing people together although the results are not always what they expect. They have the capacity to enjoy life and to bring pleasure to others. They enjoy experiment and exploration, but are just as fond of home and family.

SLAVES Slavery on Hârn is prevalent only in Rethem, the Thardic Republic, and in Orbaal where they are called Thralls. Hârnic slavers are members of the Mercantylers' Guild. A typical slave costs 200d-400d, depending on their skills. Exceptional slaves do, of course, command exceptional prices. Lobrad, a Golothan gladiator with a score of wins in the Pamesani, was sold in 715 to a Thardic Senator for over 9,600d; since then he has won nearly twice that in wagers for his master.

SLI-HORDRH Magical artifacts, in the shape of tetrahedrons, possessed of great powers to see "even into the hearts and minds of men". Aranath, Sindarin King of Evael, owns the original.

SLING Any leather/rope weapon designed to cast a stone. Expert slingers, who are rare, can cast stones 100-200 yards with amazing accuracy. A normal stone is the size and shape of a chicken egg. Stones may be scavenged from stream beds, or lead shots may be made. The latter are a little smaller; and with less wind resistance, can travel further. The sling requires a fair amount of room to use.

SOFYN A peak in the Sorkin Mountains.

SOKUS A Gargun cave-complex in the Sorkins.

SOLENO A river of SE Hârn.

SOLORA A hilly, wooded, coastal region in SE Hârn, lying between the Soleno and Nuem rivers. Solara is the range of the Solori nation.

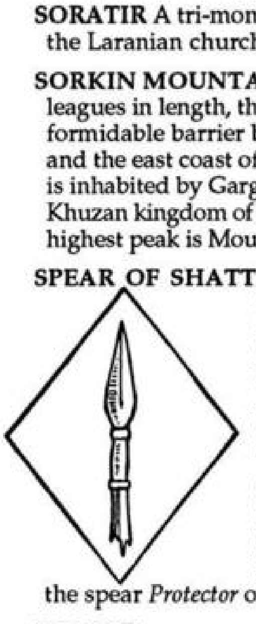
SOLORA CRUSADE The Order of the Lady of Paladins are in the process of subjugating the Solora region, and their "crusading" knights often patrol here. There are tales of great cruelty on both sides, and factions within the Laranian church seeking to halt the "genocide".

SOLORI The primitive, barbaric tribal inhabitants of Solora, constantly at war with the Hodiri to the west, and the Order of the Lady of Paladins to the north.

SOMET A peak in the Felsha Mountains.

SORATIR A tri-monthly lay mass of the Laranian church.

SORKIN MOUNTAINS. Over 100 leagues in length, the Sorkins are a formidable barrier between Kaldor and the east coast of Hârn. The region is inhabited by Gargun tribes, and the Khuzan kingdom of Azadmere. The highest peak is Mount Esig.



SPEAR OF SHATTERED SORROW The eastern Hârnic clerical order of the Church of Larani whose chief temple is at Thay. The *Spear* sponsors the Order of the Lady of Paladins. The name comes from the spear *Protector* owned by Fardir.

SPEAR There are a wide variety of spears. Shafts range from 5 to 6 feet, and the point may be anything from fire-hardened wood to a 12 inch metal blade. The spear is probably the most common weapon in the world. They are most effective in melee when used two-handed like a quarterstaff, allowing for subtle defenses and blunt or point strikes. But this takes great skill and they are more commonly used as thrusting weapons, either one or two-handed.

STAFF A readily available weapon, used by peasants, priests, and eccentric warriors throughout Lythia. As a two-handed weapon in competent hands, the staff attacks and parries quickly, but in one hand it is reduced to a crude thrusting stick. Most staves are plain wood, but some are reinforced with metal bands.

STEND The Shield. A non-zodiacal constellation of the Southern sky.

SUBINFEUDATION The process whereby fiefs are broken into smaller fiefs and granted to lesser lords.

SUCCESSION When a clanhead dies, or is removed from office, a succession council of all adult clan members (sometimes just the men) convenes. Custom varies, but the whole clan, or the major part of it, generally gathers to mourn the deceased and elect a new clanhead. The succession council usually considers the known wishes of the departed, expressed in a will or testament. The deceased often has at least one vote which, if there is no will, is exercised by his/her spouse.

In a clan which is no more than a nuclear family, the spouse, eldest son, or daughter inherits by default.

A succession council may seem a hollow formality; one of the clanhead's children is usually elected, most often the eldest. In some clans, women are excluded or treated with prejudice. Candidates may plead their claims, but sometimes the council elects a clan member who has not offered her/his candidature. Sometimes, the ideal is achieved and the most competent clan member is elected. While unofficial interference is not uncommon, clans are legally permitted to select their own leaders as they deem fit. Disputes which are unresolved within the clan are usually decided in feudal courts (by the liege). A new clanhead must satisfy the liege before taking possession. This may amount to a veto on inheritance To take possession, the heir must ceremonially swear homage and fealty. See also HERIOT.

Inheriting minors often have their estates placed in the trust of their lord, while they themselves are made wards until they attain the age of 21. Widows may be treated similarly until they remarry. A liege will often overwork ward estates to the verge of impoverishment; it is considered unseemly to then require payment of heriot.

SUDELRHYNN, ***The Bearer of the Loam.*** The first Ivashu created by Ilvir, who honors its creator by remaining forever at Araka-Kalai and performing the most menial labors. **Order of ~,** One of the largest sects of the Church of Ilvir. It is a mostly mendicant order.

SUNRISE KING OF ARMS Chief herald of Melderyn, Hârn and Emelrene, resident at the Enclave of the Golden Orb in Cherafir.

SUNSIGN See: ZODIAC.

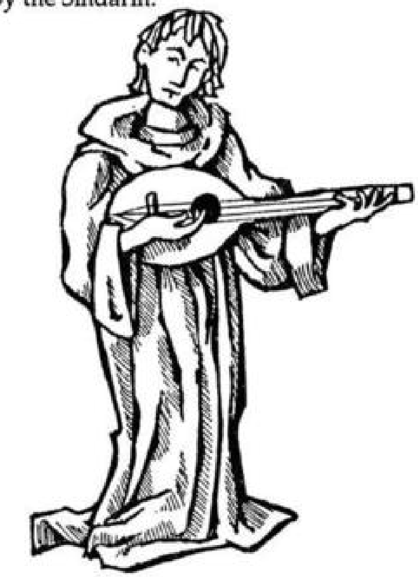
SURCOAT A cloth garment, usually of linen, worn over metallic armour. It generally extends to just below the knee. In combat a surcoat gives marginal protection, but its main purpose is to protect other armour and identify the wearer; surcoats are generally decorated with heraldic achievements.

SUSSO The Boar. A non-zodiacal constellation of the Northern sky.

SUTHEN A tributary of the Uthel.

SWARM A large migration of GARGUN.

SWELDRE, ***The Prince of Stars.*** Also known as the "Twilight Scribe", Sweldre is a demigod of Siem who visits Hârn more often than his master. Sweldre is believed to intercede before the throne of Siem on behalf of the Hârnic Sindarin. He is credited with the Selenian script used by the Sindarin.



SWORDS The variety of swords number in the hundreds. Their use is restricted by law in most civilized regions to legitimate military units, sometimes only to officers/knights. A sword fight generally consists of one combatant swinging or thrusting the blade, while his opponent dodges or blocks with a shield. Blocking or parrying with a sword is rarely a good idea; knights caught without a shield, often yield or flee. See also: BASTARD SWORD; BATTLESWORD; BROADSWORD; ESTOC; FALCHION; VAGORSEREQ; MANG; MANKAR; SHORTSWORD; THANATH.

SYCANUS The ichor-dripping sickle wielded by the god Agrik.

SYLUD THE SCHOLAR The 10th monarch (465-485) of the CORANI EMPIRE. Sylud was totally different from his father Mejenes the Great. He was opposed to war, a patron of the arts. Sylud's court was filled with learned, educated advisors. He adopted the Melderyni calendar (Tuzyn Reckoning) in 471, built the Library of Sylud in Coranan, and encouraged archaeological expeditions, one of which discovered the famous SIRION SCROLLS in 481. Unfortunately, Sylud's distaste for militarism had its price; in 477 the imperial fortress at Kustan, short of men and supplies, was massacred by Peran barbarians, ending Corani rule in the north.

SYNDIC A GUILD officer.

SYVERHYN A race of immortal and beautiful women who were chosen by HALEA to be her chosen people. They were dutiful toward their goddess, until men began to worship the women rather than Halea. To discourage this, the Syverhyn adopted prudish garb and a habit of aloof virginity.

Halea smote the shrines of the Syverhyn and cast them out, cursed that they would only be attracted to males of other species. When a Syverhyn consummates her desire, she suffers a painful pregnancy culminating in the birth of a squat, ugly, horned, hairy, and exceedingly lustful male (commonly called a satyr).

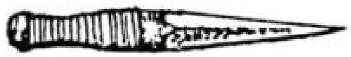
Female Syverhyn sometimes behave in the manner of Dryads, charming mortal men into a dalliance lasting nine months, after which the birth shocks the man back into his own world.

The Syverhyn continually petition Halea for forgiveness, which she grants only occasionally to favored individuals.

T

TAARESKELD The royal house of ORBAAL. Founded in 686 by Hagined, the three kings of Orbaal have all been of this clan, whose seat is Geldeheim. Alegar II is current VALHAKAR of Clan Taareskeld.

TABURI A knife balanced for throwing. The Taburi has a sharp point, but no edge or hilt. They are popular weapons among the LIA-KAVAIR.



TAELDA The tribal nation of northern Kaldor and southern Nuthela. They are forest nomads who employ spears and bows for hunting. Taelda are neither particularly friendly nor hostile to travelers. There are around forty tribes.

TAI: The Lantern Bearer Ninth constellation (Savor 4th—Ilvin 2nd) of the Kethiran zodiac, located in the Southern sky.

The lantern bearer, also called the guide, is a mystical symbol of knowledge and of the quest for it. An air sign, Tai is ephemeral and mysterious, the essence of "mind" which seeks the truth. Tai is also an autumn sign, the leaves are dry and dying, as might be the Taian's quest if he follows his tendency to neglect the mundane and earthly.

Taians are intellectually inclined and possess an almost insatiable curiosity. Their interests may lead them to neglect important day to day activities and they can be thoughtless of others. But they are not without compassion. They regard the greatest gift as being knowledge, and are often all too willing to guide others. They are teachers who love to share their learning with friends and strangers. They are not demonstrative; strong emotion will confuse or embarrass them. Those born under Tai, although they treasure and seek knowledge, may be naive.

TALAGAAD The ice-castle home of the god SARAJIN. Those who worship him and fall in battle (the righteous dead) come to Talagaad and spend each day in the valley below the castle, hacking and slaying each other 'till the snow runs red. At dusk, all, including the newly slain, retire within Talagaad for a long night of feasting and wenching. By dawn, all are revitalized to resume the battle.

TANDIR CASTLE The domain of Clan Verakaar in Orbaal.

TANE 1st ruling house (188-377) of KALDOR, founded by Medrik I.

TANIA Princess of Brief Ecstasy. The one of the seven demi-divine handmaidens of Halea who most moves among mortals, usually in the form of a beautiful courtesan. Tania is the demi-goddess of sex and passion. She is jealous and often leaves her partners worn to the point of exhaustion.

TAPESTRY OF QUALDRIS A wallcovering in Castle Qualdris commemorating the murdered Torlyne Odas. The tapestry "bleeds" on each anniversary of her death. See *Bloody Tapestry* in **CK**.

TAR-MI-ANA The Holy Groves of the Sindarin. One of the *Natural Mysteries* recognized by the religion of Siem. They are forest glades scattered around the worlds linked, in some esoteric way, to the deity and to nature in general. The Tar–Ana are used for meditation and worship.

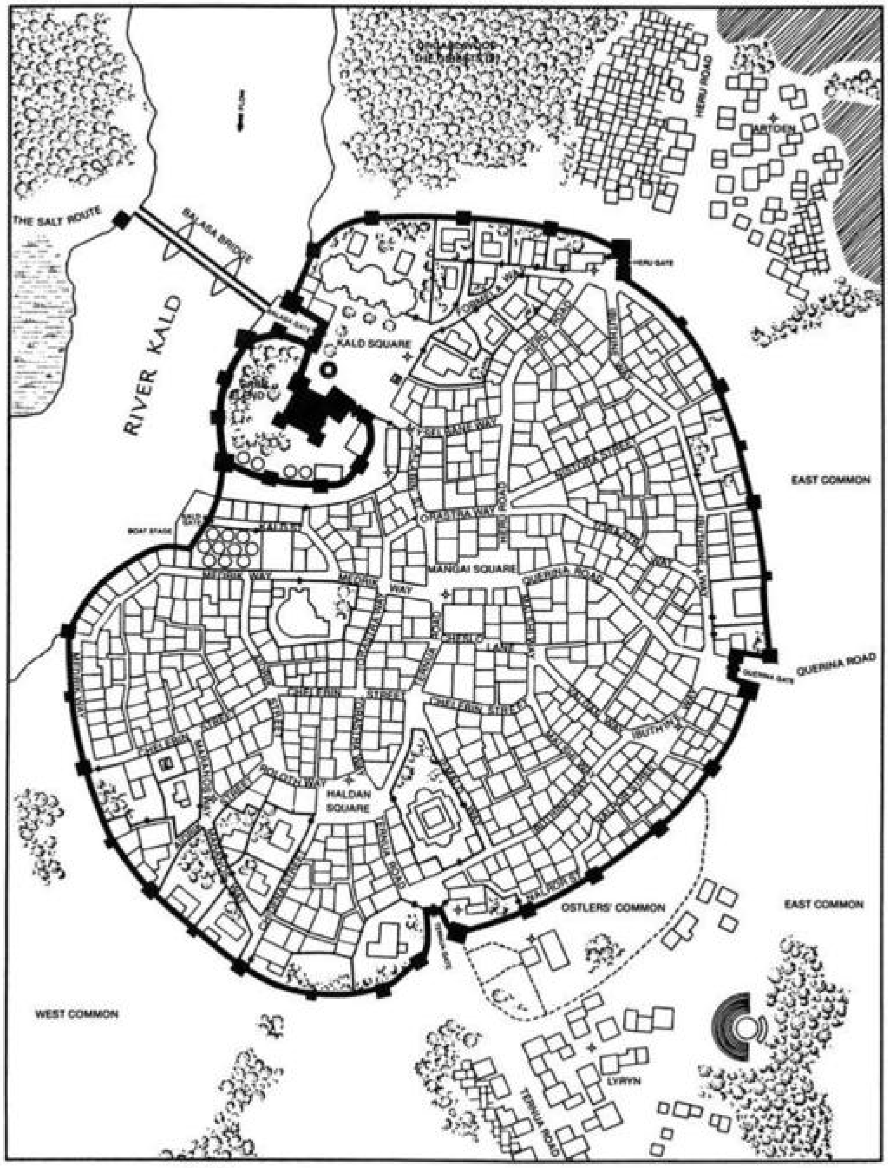
TARAEL: The Pentacle Eighth constellation (Halane 5th—Savor 3rd) of the Kethiran zodiac, located in the Southern sky.

Tarael is the principal sign of air and of autumn. Pentacles are the key sign of magic, but they are also symbolic of wealth and its intangibility. The pentacle is a principle that can achieve results with slight, seemingly unrelated, action. The pentacle is also symbolic of bondage, or enclosure that is intangible, of the constraints that encircle, but may not be seen, such as duty and obligation.

Those born under the pentacle rarely approach problems directly, they circle and approach in a spiral along the path of least resistance, causing confusion in more direct-minded observers. This approach to problems is often the best, but Taraelans also tend to procrastinate or take unnecessarily long to reach conclusions. If they are impatient, they may suffer frustration as goals seem always out of reach until they are actually attained.

TASHAL The largest settlement of the Kingdom of Kaldor and the principal seat of its ruling clan Elendsa. Tashal is situated on the left bank of the River Kald below its confluence with the Hemurin.

Tashal was founded in 128 by Shala of Kephria on the ruins of KELAPYN-ANUZ, an outpost of the empire of LOTHRIM. During the



Migration Wars, Kath barbarians destroyed most of Kephria, but Tashal itself was seized by Medrik I of Serelind in 187 and became part of Kaldor in 188.

The town boasts impressive fortifications, and there are extensive, labyrinthine, underground tunnels dating from the time of Lothrim. Every spring four large caravans converge on Tashal; from Orbaal down the Fur Road, from Azadmere via the Silver Way, from Tharda along the Salt Route, and from Thay by way of the Genin Trail. The diverse products they bring are busily traded throughout the spring and summer in something of a "carnival" atmosphere and, as autumn commences, four caravans bear away goods to the N, S, E, and W.

TAUR-IM-AINA Sindarin place of worship. Lit., *Holy place in the woods*, or more commonly: *Holy Grove(s)*.

TAZTOS An isolated fort in ATHUL, garrisoned by the Ramala Legion. The garrison has the hopeless task of controlling the TULWYN, and the fort has a reputation for mysterious happenings. See, *Hill of the Dark Grove* in **CK.**

TEB A tributary of the Thard River.

TECHEN CASTLE The seat of clan Lenesque, Earls of Techen, in Rethem. The current earl plans rebellion against the king of Rethem and to seize the throne for himself. He seeks volunteers for his army and pays well.

TEKHOS, Theocracy of The Morgathian Theocracy which inherited the BALSHAN JIHAD and ruled Tharda for twenty years (568-588). This was a repressive, religious dictatorship, led by HORAHNAM of Tekhos, after whose clan the state was named. Horahnam was assassinated in 588 and the Theocracy collapsed, followed by the INTERREGNUM. In Rethem, a pale shadow of the Theocracy, centered on the city of Golotha, lingered on until its fall to ARLUN in 635.

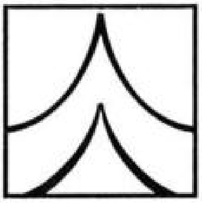
TELEN CASTLE The capital of Coranan Province in the Thardic Republic. This is a thriving small town, with major fortifications, including a partial town wall

TELUMAR A ruin somewhere in the Sorkin mountains, near an ancient great wall. The site glows in moonlight and *light-storms* have been reported. See *Lamp of the Gods* in **CK.**

TENANT IN CHIEF A feudal lord who holds his fief directly from the sovereign.

TENDUT A peak in the Rayesha Mtns.

TENIL, Fardir A missionary priest and knight of great prowess who led early Laranian missions to Hârn. He was wielder of the holy silver spear *Protector*. See: *Spear of Shattered Sorrow* in **CK.**



TENTMAKERS' GUILD This guild has a monopoly on the production of tents and awnings. They weave their own canvas from flax and can produce everything from crude market-stall awnings, to elaborate, heraldic decorated pavilion tents for the nobility.

TEPR A tributary of the Eryn forming in Ternu Heath and flowing northeast.

TERNU HEATH An extensive moorland in SW Hârn — a haven for brigands and all manner of strange creatures.

TERRA A world of the Kethrian Family. A magic-weak, dull sort of place, mostly harmless.

TESIEN A fabled EARTHMASTER site in TERNU HEATH. It has claimed many lives and is known as the *Place of Bones*, and one tragic tale of that accurse'd place is noted in **CK.**

TEZITH A peak in the Sorkin Mountains.

THALIA Princess of Fortune. One of Halea's seven demi-divine handmaidens, a whimsical and capricious entity who delights in the vagaries of chance. A patron of gamblers, she is often invoked (even by non-Haleans) with by the expression "catch, recast" which asks Thalia to catch and re-throw the dice.

THANATH The miraculous swords of HEPEKERIA, able to cut easily through six anvils in a single stoke.

THARD The great river from which Tharda takes its name. Several of Hârn's civilizations began amid its senile meanderings. Golotha, Coranan, and Shiran were founded on its banks. The Thard is navigable from Lake Benath to the Sea. Below Coranan, the river is subject to flooding. The *Great Flood* of 521, drowned thousands; the flood of 707 was less destructive, killing several hundred.

THARDA (1) The watershed of the Thard River in southwest Hârn. (2) Sometimes used as a synonym for the THARDIC REPUBLIC.

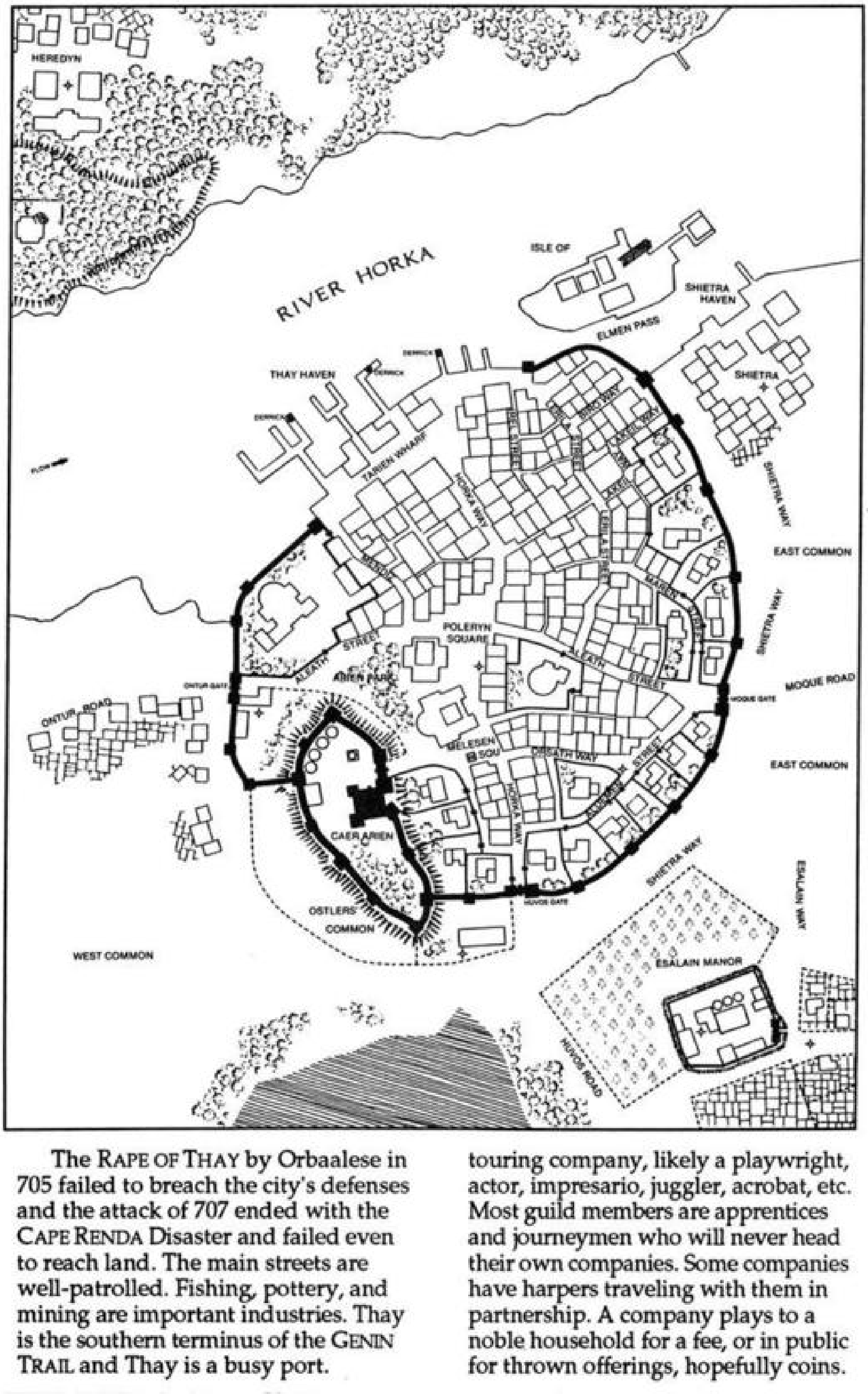
THARDIC LEAGUE The League formed in 636 by the Coranan and Shiran Republics which evolved into the Thardic Republic in 674.

THARDIC REPUBLIC A plutocratic, senatorial republic founded in 674, from the Thardic League. The capital is Coranan. The republic is divided into six provinces: Coranan, Eidel, Gerium, Kom, Ramala, and Shiran. The capital has its own government. The supreme governing body of the republic is the Senate, which meets in the Chamber of the Red Domes in Coranan. Anyone can become a senator, but candidates are judged primarily by the value of the bribes they offer. Senator Markaz, a merchant from Shiran, spent in excess of 3000 gold Crowns to get elected in 718. The major responsibilities of the Senate are to control the treasury, levy taxes, conduct foreign affairs, and appoint key officials.

Each province has a civil administrator called a Magistrate, and a Marshal who commands the provincial legion. Each can veto the other's decisions; deadlocks are referred back to the Senate. Corruption is rampant. It has been said that a provincial governor can steal enough money in his first year to pay the bribes which got him the appointment, enough in the second year to bribe the jury that will try him for corruption, and enough in the third year to live in luxury for the rest of his life.

The city of CORANAN has its own pair of administrators, the Prefect (civil) and the Warden (military), both elected by the Senate for one year, renewable, terms. It is a mortal offense for a Marshal or Warden, to lead his army outside of his jurisdiction without senate approval.

THAY A walled freetown at the mouth of the River Horka in Melderyn. Thay was founded by survivors of the ALEATHIAN ODYSSEY in 573 under a charter from King Poleryn of Melderyn. They hoped to build a city of virtue, a "New Aleath". The hand of the Melderyni king has rested lightly on the city, allowing it to develop in its own way.


HEREDYN
RIVER HORKA
ISLE OF
SHIETRA HAVEN
ELMEN PASS
THAY HAVEN
DERRICK
DERRICK
DERRICK
SHIETRA
TARIEN WHARF
FLOW
SHIETRA WAY
EAST COMMON
POLERYN SQUARE
ALEATH STREET
ARIEN PARK
SHIETRA WAY
MOQUE ROAD
MOQUE GATE
ONTUR GATE
ONTUR ROAD
MELESEN SQU
OBSATH WAY
EAST COMMON
CAER ARIEN
SHIETRA WAY
ESALAIN WAY
OSTLERS' COMMON
HUVOS GATE
WEST COMMON
ESALAIN MANOR
HUVOS ROAD

The RAPE OF THAY by Orbaalese in 705 failed to breach the city's defenses and the attack of 707 ended with the CAPE RENDA Disaster and failed even to reach land. The main streets are well-patrolled. Fishing, pottery, and mining are important industries. Thay is the southern terminus of the GENIN TRAIL and Thay is a busy port.

THELSHIRE A shire in Kaldor.

THESPIANS' GUILD An eccentric guild which trains and cares for actors and performing artists whose arts are not within the jurisdiction of the Harpers' guild. A master thespian is the head of a touring company, likely a playwright, actor, impresario, juggler, acrobat, etc. Most guild members are apprentices and journeymen who will never head their own companies. Some companies have harpers traveling with them in partnership. A company plays to a noble household for a fee, or in public for thrown offerings, hopefully coins.

THESSE A peak in the Felsha Mountains.

THIEVES GUILD See: LIA-KAVAIR

THONAHEXUS The Herald of Inor-Teth. Thonahexus sits in a high throne atop Inor Teth watching in all directions. It is his task to deal with visitors. He knows every living thing by sight.

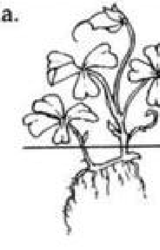
THRANGAAD The council of elders of an Ivinian or Orbaalese clan. Membership is restricted to men with three or more wives. The Thrangaad has the right to elect the VALHAKAR, or clanhead.

TIEKA An island off SW Hârn.

TIMBERWRIGHTS' GUILD This guild has a monopoly on all commercial logging on Hârn. Timber rights are held by most fiefholders or landlords; they are free to cut lumber for their own personal use and that of their tenants etc. However, if lumber is to be sold for commercial uses such as building ships, bridges etc., this guild has the sole right to supply such lumber. Master timberwrights usually acquire licenses to cut timber from fiefholders, in exchange for stumpage fees (10-30%) of the selling price of the timber. It is a serious offense to cut trees without a license. Some timberwrights obtain free lumber from wilderness areas but this is not necessarily cheaper due to transportation costs. The major customers of this guild are shipwrights, masons, woodcrafters, and charcoalers. Miners generally have the right to cut their own lumber but often employ bonded-master timberwrights for their expertise. Lumber (beams, planks, etc.) is also available from this guild.

TINCTURE In heraldry, the hues of a shield. Tinctures fall into three categories: colors, metals and furs. The colors are: gules (red), tenne (orange), vert (green), azure (blue), purpure (purple), sanguine (blood red or brown), and sable (black). The metals are ór (gold) and argent (silver). There are numerous furs, the most common are ermine, erminois, and vair. The most basic rule of heraldry is that a color not be placed touching a metal.

TIRAGEYTH A small flowering plant found in forest and woodland which produces a single blue-white flower in the late spring. Chewing the dried leaves gives a sense of well-being and euphoria.



IRANNON, *The Gate of the Mighty.* A lay ritual of the Laranian church which is considered the final step in becoming a knight. On the day before knighthood. the candidate places his arms and armour upon the altar and keeps a 24 hour vigil of prayer and meditation thereover.

TIRITH, Knights of Larani's royal guard and her special emissaries. The group is an Order comprised of demigods and heroes. They are few in number. The Knight Commander is named Orthas. His mortal life ended when he was slain defending a maiden from a demon of Agrik, only the last act of a noble life. Orthas is often called Larani's most faithful servant; he will obey any order immediately.

TIRITHOR, *The Kingdom that Guards* or *The Land of the Mighty.* The kingdom of Larani, located on Yashain, next to and continually at war with the realm of Agrik. Tirithor is a feudal kingdom where the pious live their afterlives.

TIRNATHA An advisory body to the Pontiff of the Laranian church.

TIRPAL, Sea of The sea, separating the Afarezirs from Hârn.

TIRRALA *Handmaiden of Renewal,* one of the servants of PEONI. Also called the foremost of healers, Tirrala is the patron of physicians. She appears as a slim young woman with drawn and tired features, bearing a surgeon's knife and a small urn.

TIRSA ISLANDS A chain of islands in the Gulf of Pendos. Numerous pirates use the islands, supposedly, to hide their plunder.

TISSAMS The Hunter. A non-zodiacal constellation of the Northern sky.

TITLES Most of the titles noted in this publication are English translations of their proper names. A table of titles used in NW Lythia is given.

TOBRAN A fanatical bishop of the Laranian church who was the leader of the *Tobran Inquisition.* Determined to eradicate heresy in Trierzon, Tobran was responsible for hundreds of executions, and thousands of woundings, between 616-620.

TITLES OF NW LYTHIA

English	Hârnic Sindarin	Palithanian Emelan Jarinese	Shorkyni Trierzi	Ivinian Harbaalese	Azeryani
Kingdom/Empire	Tarpelanorate	Tarpan	Tarpelen	Tanalaar	Tartaren
Principality	Tarvelir	Tarvenor	Hatalen	Akaal	Terenden
Duchy	n/a	Teldor	Telkoren	n/a	n/a
County/Earldom	n/a	Malniren	Malniren	n/a	n/a
Barony	n/a	Esuard	Esuaren	n/a	n/a
Manor/Villa/Holding	n/a	Nealu	Naloren	n/a	Naldra
Province	Dorien	Elganor	Elgaren	Elganor	Elganum
Shire	n/a	Irdiula	Indaren	Anuen	n/a
Hundred	n/a	Trevediula	Tradran	Tianuen	n/a\
Overking/Pendragon	n/a	Vatel	n/a	Vatanal	n/a
Pendragondom	n/a	Vatelor	n/a	Vatanalaar	n/a
King/Emperor	Tarpelanor	Tel	Tarpel	Tanal	Taran
Queen/Empress	Tarpelanora	Tela	Tarpela	n/a	Taren
Prince	Tarvenu	Tarvenu	Hatal	Akar	Tereni
Princess	Tarve	Tarve	Hatala	Akara	Terenia
Royalty	Arieni	Talar	Vakula	Valen	Trakali
Major Noble/Nobility	Taraca	Kula	Kula	n/a	Kula-Ar
Minor Noble/Nobility	Arca	Kula	Kula	n/a	Kula
Duke	n/a	Telkor	Telkor	n/a	n/a
Duchess	n/a	Telkora	Telkora	n/a	n/a
Earl/Count	n/a	Malnir	Malnir	n/a	n/a
Earla/Countess	n/a	Malnira	Malnira	n/a	n/a
Baron	n/a	Esuru	Esuar	n/a	n/a
Baroness	n/a	Esuru	Esuara	n/a	n/a
Manorial Lord	n/a	Neal	Nalor	n/a	n/a
Manorial Lady	n/a	Neala	Nalora	n/a	n/a
Governor (Minor)	Dorate	Elgar	Elgar	Elgar	Elgar
Governor (Major)	Dorar	Elgar	Elgar	Elgar	Vanelgar
Castle/Keep/Fortress	Tirith	Caer	Caer	Khirat	Garmun
Constable/castle/etc.	Antirith	Elgar	Elgar	Khirata	Elgar
Marshal	n/a	Gayesha	Gayesha	Bakhir	Garedis
Chancellor	Tredro	Oron	Oron	n/a	Shema
Counselor/Minsister	Tathe	Donathe	Donathe	Thrangaanar	Donat
Exchequer	n/a	Tengreth	Tengreth	n/a	Gershel
Chamberlain	Mebin	Malbin	Malbrin	n/a	Mabashai
Clanhead	Andol	Alri	Alri	Valhakar	Edan
Knight	Mael	Malshi	Melen	n/a	Medan

TOLLS Governments supply a generous quantity of tollhouses along most highways and at major bridges, and individuals, not always with the benefit of legal authority, sometimes erect private tollhouses. Royal tollhouses are usually placed a day's march apart (*and* at bridges) along major highways:

1f	Person afoot
3f	Horse
2f	Cart (2-wheels)
4f	Wagon (4-wheels)
1f	Ox/Sheep/etc.

TOMES OF THE GREEN TOWER (See: GREEN TOWER)

TONTURY LAKE Hârn's second largest lake, located in eastern Kaldor. It is the rumored home of the ILME.

TORASTRA The 22nd ruler of Kaldor (669-692), Torastra was originally passed over for the kingship in favor of his mother Chelebin III (651-669) and it must be admitted that he was more interested in war than in the burdens of government. Torastra had a love of battle and fought three campaigns: the SALT WAR (672-673) against the Thardic League, by which he won extensive privileges for Tashalan salters and mercantylers; the TREASURE WAR (675-678) as a result of which Chybisa came temporarily under the Kaldoric crown; and, the Kathela Hills Campaign (689) whereby he broke the power of the eastern Kath, but failed to secure the region.

TORBET The 3rd and last king (162-187) of Kephria. Torbet was slain by the Kath in 187 and the remnants of his kingdom were seized by Medrik I of Serelind.

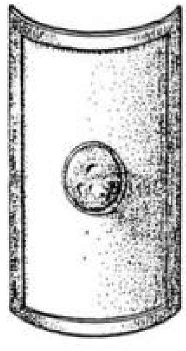
TORENSHIRE A shire in Kanday.

TORMAU CASTLE The principal seat of the Earl of Tormau (clan Lynnaeus), located in Hohnamshire in Rethem. The earl is Rethem's most powerful tenant-in-chief and is known to detest Chafin III, whom he believes wants to seize some of his lands.

TORON DYNASTY The present ruling house of Melderyn founded by Lodros in 585.

TOSET A Gargun nation in the highlands of eastern Equeth and constantly at war against the Equani with whom they share their range.

TOWER SHIELD A rectangular shield as much as 5' high, usually made of composite woods, faced with light metal plate. They are often curved along their length, partially wrap-ping around the holder. Tower shields are designed for mass infantry defense, and are particularly effective where they can be interlocked. In individual combat they are quite encumbering. No regular Hârnic units are equipped with tower shields.



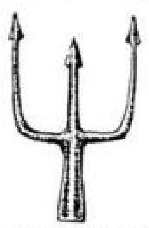
TREASURE WAR In 674 thieves broke into the treasury of king Torastra of Kaldor and stole a jewel-encrusted, enchanted sword that had belonged to Calsten, the first king of Serelind (142-162). When news reached Tashal that the sword was in Chybisa, Torastra sent word to king Balesir demanding the return of the ancient heirloom. Balesir did not comply. Torastra marshaled his knights and men and marched south in 675. His army swept down the Genin Trail and crossed the Ulmerien on both sides of Burzyn, where they were met by the Chybisan army, whom they routed. Withdrawing into Burzyn, Balesir withstood a 3 year siege, but in 678, with plague and rebellion rife, Balesir sought and obtained the honors of war. Only a few score of his retainers followed him into exile. Chybisa became a Kaldoric fief, until Balesir returned in 687. Calsten's sword has never been recovered.

TRIAL BY COMBAT A vestige of the vendetta system, rare under feudal law. The right of the accused to meet the plaintiff in fair combat. Only gentlefolk who are trained to arms, generally seek to invoke this right.

TRIAL BY ORDEAL A legal proceeding, once common in various judicial institutions, now generally confined to CANON courts. The process relies on a belief in divine intervention, and may take any of several forms. Each temple tends to have its own traditions. One common form is trial by water wherein the accused is dropped into consecrated water: if s/he sinks, s/he is proved innocent and rescued.

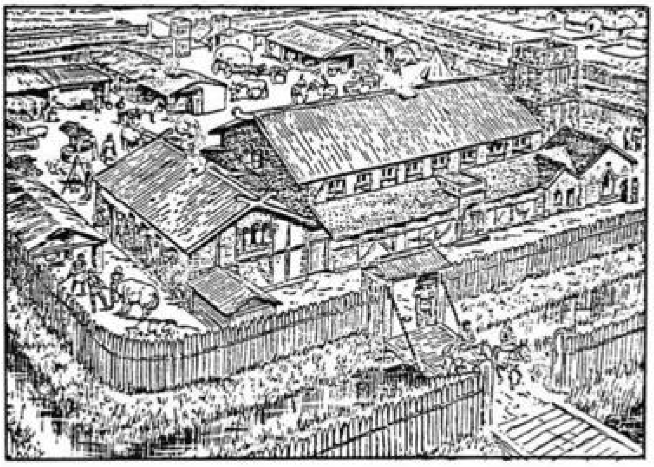
TRIBUTE Loose allegiance, less than formal fealty, but still a token of submission. Tribute may range from annual cash payments, to tokens such as a single fur pelt. Tributary arrangements on Hârn are most common in Orbaal.

TRIDENT The triple-pointed spear is a novelty weapon. It attacks no better (sometimes worse) than a spear, but its three prongs enable its user to catch, block, and break enemy weapons; giving it better defensive capacity. The trident is best used two-handed. It is primarily used in the gladiatorial arena, although some eccentric warriors also use them. A pitchfork would be classed as an inferior trident.



TRIERZON A feudal kingdom on Lythia beyond Emelrene.

TROBRIDGE INN A fortified, independent manor at a ford of the Farin River on the Salt Route. Trobridge Inn is a popular caravan layover. The inn is claimed by Kaldor as lying within CHELMARCH, but Kaldoric authority is ignored. A battle was fought during the SALT WAR in 672, just east of the inn, where a Kaldoric army was defeated by a larger force of the THARDIC LEAGUE.



TROLL See: NOLAH.

TULEME FALLS A series of waterfalls on the Kald River upstream from Ulfshafen. The falls are enchanted by the Sindarin of Evael on whose border they lie.

TULWYN The fierce tribal nation of Athul, responsible for dozens of massacres of incautious travelers using the SALT ROUTE.

TURENKEMRI A TULWYN tribesmen who is in a berserk state.

TUVEN Melderyn's only significant river, a very busy waterway.

TUZYN RECKONING The calendar most used throughout Hârn takes the foundation of the Kingdom of Melderyn as its year one. Tuzyn Reckoning was devised in 130 by Tuzyn of Melderyn, astrologer to Erebir III, but was backdated to the founding. Over the last 600 years Tuzyn Reckoning has been adopted throughout Hârn. The Sindarin and the Khuzdul, however, still retain their own calendars. Some barbarians use more primitive solar/lunar reckoning.

Dates since the founding of Melderyn may be preceded or followed by the symbol **TR**, and **BT** indicates years *Before Tuzyn* Reckoning, meaning before the foundation of Melderyn.

Tuzyn Reckoning is a calendar with 12 lunar months, each of 30 days, for a total of 360 days in a year. The names of the months are:

Spring	**Autumn**
1 Nuzyael	7 Azura
2 Peonu	8 Halane
3 Kelen	9 Savor
Summer	**Winter**
4 Nolus	10 Ilvin
5 Larane	11 Navek
6 Agrazhar	12 Morgat

A new moon (Yaelmor) occurs on the 30th of each month and a full moon (Yaelah) on the 15th. Both are rest days. There are other holidays scattered throughout the year based on planting, harvesting, and religious festivals, but these vary by locale. The beginning of Spring is the first day of the year. It was originally set to coincide with the vernal equinox but an error of nearly one day has since developed.

TWENTIETH TOME A popular name for the body of *contemporary beliefs, whatever they may be* of the current generation of Hârnians. The name seems to have originated from the Tomes of the Green Tower, of which there were nineteen; hence, the Twentieth Tome, i.e., that which *We personally* believe, as opposed to the dry, learned, writings of some dead sage. The term is often used as a synonym for the LIBRAM OF THE PANTHEON.

TYLUS The Claw. A non-zodiacal constellation of the northern sky.

U

UDINE I Only daughter of Gebral, the 21st ruler (627-661) of Chybisa. The Udine was a remarkable woman, fair of face and a very competent administrator. For 34 years she ruled Chybisa with wise compassion, although she was forced to banish her husband, Kerepel of Harden, for infidelity in 648. When she died of a broken heart her subjects were united in their grief. Her unfaithful husband, a dishonored derelict dwelling in Tashal, was knifed in an alley soon thereafter.

UDINE II The 22nd ruler (661-664) of Chybisa. This only child of Udine I was Chybisa's most tragic ruler. She was born with a club foot and humpback and desired only seclusion. Unscrupulous barons prevailed on her to accept the crown, with the promise of a quick arranged marriage. This was not done for three years and when her betrothed, a Kaldoric knight, saw the unfortunate Udine for the first time he refused the match. Udine withdrew to her chambers and slew herself; her short and tragic reign is remembered with shame.

UFISORM A peak in the Sorkin Mountains.

UHLA, The Lantern. (1) *The black lantern that gives no light that may be seen by mortal man*, a symbol of SAVE-K'NOR. (2) A non-zodiacal constellation of the Southern sky.

UKHILA The octennial games of the Church of Agrik, held every eight years in LYSARA.

ULANDUS: The Tree First constellation (Nuzyael 4th—Peonu 3rd) of the Kethiran zodiac, located in the Northern sky.

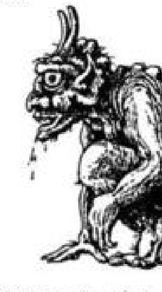
The great tree is, naturally, symbolic of both change and consistency (mostly the latter) in nature, both the growth and decay of natural processes. Ulandus has a wide, primal meaning. The tree is particularly symbolic of the patient growth of living things and of their ability to withstand the ravages of time. As an earth sign and the first sign of spring, the tree is symbolic of the decay of organic detritus to fertilize the new, a symbol of transition and of the wisdom that recognizes this basic, universal principle of cyclic renewal.

A person born under Ulandus has an affinity with nature, lives a constantly changing life, but tenaciously maintains a profound sense of personal identity. Ulandans are reliable in their ways and possess the kind of wisdom that lends strength in troubled times. They often seem aloof from the world around them, although they will bend enough to survive the winds of change. Their lives are more governed by the universal cycles of growth and decay than by the actions of others.

ULFSHAFEN CASTLE An elven settlement on the right bank of the Kald River at the mouth of the Enorien. This is the port from which Sindarin sometimes set sail for the Blessed Realm. The town has a sizable minority of human Jarin residents.

ULMERIEN The principal river of Chybisa.

UMBATHRI, *Bearer of the Mask.* A variety of IVASHU. The Umbathri is, squat, insane and unbearably ugly. They rarely exceed 2 feet in height and are encountered singly or in insanely-babbling packs.



UMENFJORD An Orbaalese fjord.

UNDERWORLD A network of tunnels said to be located under Tashal, used by thieves, smugglers, and assassins.

UNFREE Rural tenants (COTTARS, HALF-VILLEINS, and VILLEINS) who are bound to the land. They account for 70-90% of the rural population. They possess few legal rights, but are not slaves. While they may not leave the land without the lord's permission (and this is rarely given) and may not marry without the lord's permission, they cannot be unjustly deprived of land or liberty, and are entitled to the lord's protection and justice. The relationship imposes serious obligations on lord and tenant. Most unfree tenants owe agricultural labor for their lands, typically 3-5 days per year for each acre held.

UNICORN (1) ~ Herald the chief herald of Chybisa. **(2) Tower of the ~**, the residence of (1) in Burzyn. (3) Enchanted one-horned equine. Unicorns are rare. They can be tamed only by virgins and often bring visions or omens.

UPPER OSEL A forested highland of SE Kaldor.

URDU The barbarians east of Peran.

URIENSHIRE A shire in Kanday.

USHET A Gargun cave-complex near Kiraz.

USNARL, The Bear. (1) A demigod servant and symbol of the god SARAJIN. Usnarl has the shape and disposition of a great white bear and the strength of twenty such. (2) A non-zodiacal constellation of the Northern sky.

UTHEL The enchanted river of Kiraz.

UTHOC A peak in the Felsha Mountains.

UTHRED The 2nd and last Kaldoric king of the House of Orgael. Uthred reigned from the death of his father, Fierth the Usurper in 385, until his assassination by disaffected barons in 406. He was Kaldor's 9th monarch and one of her least loved. Uthred ruthlessly pursued his father's corrupt policies but lacked the subtlety to carry them off. Few mourned his death.

UTHRIEM ROLIRI The closest thing to an organized group in the "church" of Siem. They are a secretive group, mostly of humans intent on protecting the flora and fauna. They consider the immortal elves to be semi-divine and try to imitate elven lifestyles.

UVIEN See: BARSOTHE FALLS.

UYESSEGRYN Sarajin's grandather, one of the Pradeyalkri he defeated to take control of Ivinia.

V

V'HIR The bat-winged, cloven-hooved, fire-enshrouded, hook-clawed, demonic servants of the god Agrik.

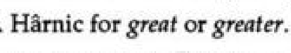
VA Hârnic for *great* or *greater*.

VAAGEL CASTLE The domain of clan Karolann in Orbaal.

VAAGESFJORD A fjord in northern Orbaal.

VAENYA Mortal adherents of Save-K'nor who serve well in life may be elevated to the status of Vane after death. The Vane build and inscribe the walls of Inor Teth, carry messages, and serve the God at need. Much of their time is spent, however, reading the infinite walls.

VAGORSEREQ (Longknife) A straight, double-edged, thin-bladed shortsword. The longknife is the preferred weapon of elven warriors. Other races make copies that lack resilience. It is light enough to be used as a secondary weapon, but for most people it is too long for this purpose.



VALAMIN A little known member of Larani's household. Valamin takes the form of a slim young man in snow white robes on the hem of which is a small bloodstain. He is sometimes called the *Frowner* since his face is always thoughtful. He only smiles when he receives some special favor from the goddess. Valamin is sometimes regarded as Larani's "conscience" — without his calming, she would more often assume the aspect of the *Terrible Lady*.

VALHAKAR The leader of an Ivinian or Orbaalese noble clan. A Valhakar is generally elected for life by the Thrangaad, and can be similarly deposed, or challenged to combat.

VALON, The Meadows of The enchanted dwelling place of Peoni and her "family" on Yashain.

VAMBRACE Plate or KURBUL armour for the forearms. The vambrace is sometimes used as a kind of buckler.

VAR-HYVRAK See: ILLIMITIBLE TOME

VARIALDE A renowned female harper. For her tragic tale, see *Burned Varialde* in **CK**.

VASSAL *Retainer*. One who honorably serves another. A fiefholder is vassal to his liege lord.

VEMIONSHIRE A shire in Kaldor.

VENARIAN SEA A large sea near the fabled empire of Azeryan.

VENDETTA LAW A system of justice whereby all enforcement and protection of individuals is the responsibility of their clans. When a wrong is committed the clan negotiates and exacts compensation. If no agreement can be reached between the clans, a feud or vendetta begins. Vendetta law tends to favor those who belong to large clans and the process itself, which may last years until one clan is wiped out, can devastate whole districts. It is from this system that feudal law has evolved as a strong crown steps in to mediate potentially disastrous vendettas.

VERLID The name of 7 kings of Chybisa the first six of the House of Shosel. (~ I 183-210) Like his immediate predecessor Shobald, Verlid was an able general and was able to hold off the rampaging tribes during the ongoing Migration Wars. (~ II 210-251), as good a general as his father, and a great fortress-builder. His greatest trial was in 227 when he barely stopped the advancing Hodiri at the gates of Burzyn. (~ III 284-316) With the Migration War over, Verlid III was able to concentrate on the slow rebuilding of the kingdom's feudal-agricultural system. (~ IV 316-350) Little is known of Chybisa's 6th monarch. (~ V 375-392) Before coming to the throne, he fought on the side of Aidrik II in the Kaldoric Civil War and gave sanctuary to his son when the cause was lost in 377. (~ VI 392-409) last of the House of Shosel. He was the kingdom's 10th monarch. He cautiously favored the Restoration of Aidrik III to the Kaldoric Throne in 406. Like his father, he gave succor to the deposed sovereign, despite the resentment this earned from Uthred. When Verlid died heirless in 409, his barons gave the crown to Imadain I of Melderyn. (~ VII 691–) son of Balesir, 2nd king of the House of Geledoth, the 24th and present sovereign of Chybisa. Due to events surrounding the Treasure War fought by his father, both Kaldor and Melderyn have claims on Verlid's crown, and Balesir ran up huge debts with the usurers of Thay. All of this makes Chybisa's king very nervous; he suffers badly stomach pains. Verlid was born in 674, has a weak heart but is an honest man, despite his scurrilous ancestors, and may well preserve his crown. The heir-apparent, Prince Balesir, is a wastrel who gets on poorly with his father.

VESHA The *Mouth of Falsehood*. A servant of Naveh, who spreads lies and deceit. Every lie told by men strengthens Vesha, and every unpleasant truth weakens him.

VESSEL REGISTRY An annual fee paid by ships to avoid having to pay anchorage fees and to reduce wharfage fees by 50%. The typical registry fee is 40–60d per foot of vessel length per year.

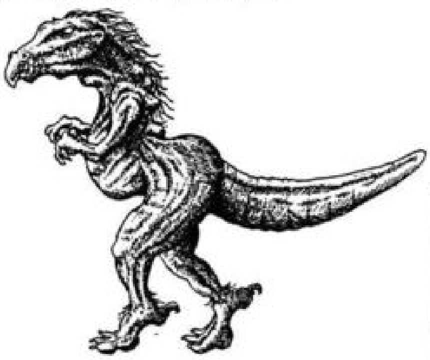
VIKOD, Cape The westernmost point of Hârn.

VILLEIN An unfree peasant typically holding a *Yard* of about 30 acres.

VIOLET MANTLE (1) ~ King of Arms Chief herald of Kanday. **(2) ~ Palace of Arms** — residence of (1) in Aleath.

VIRGATE Another term for YARD.

VLASTA *The Swift One, Eater of Eyes* A variety of Ivashu. Tiny creatures with powerful tails and hind legs, Vlasta can leap twenty feet and move so fast as to be almost invisible. They attack men by leaping at the face, greedily consuming the eyes.



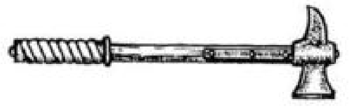
VYNKHADUR The official title for Pontiff of the Church of Morgath. The Vynkhadur's seat is at Meokolis in AZERYAN.

W

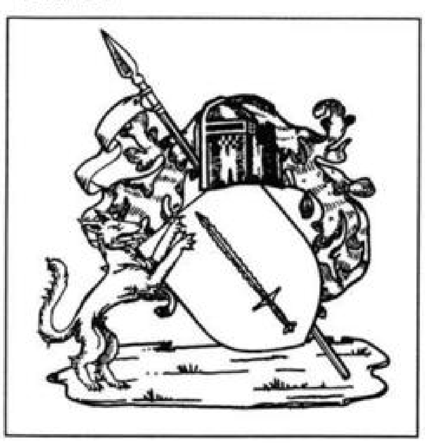
WARDEN An officer commanding a city garrison and responsible for maintaining civic law and order. A major expense for any city is its military budget. In freetowns the warden is appointed by the MAYOR or ALDERMEN; in feudal towns by the feudal holder (usually the constable of the citadel).

WARFLAIL A military version of the GRAINFLAIL. The impact stave is commonly reinforced with metal bands or studs, and is chained to the handle. Some warflails are made entirely of metal, some have wooden handles and metallic impact rods. See: FLAILS.

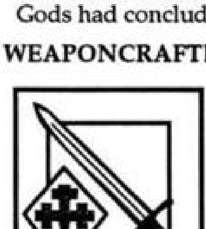
WARHAMMER A weapon designed to crush or puncture plate armour. Warhammers concentrate the force of a mace into a smaller area, and are more difficult to use (the technique is like that with a handaxe). The rarity of plate armour results in the warhammer also being rare. They are more common among the Khuzdul.



WARRIORS OF MAMAKA An Agrikan fighting-order sponsored by the order of MAMAKA THE MASTER OF STEEL. The Order has holdings on Rethem's northern border and crusades against the tribes of Peran. An ambition of the Order is to capture KUSTAN.



WARS OF DAWN a period of conflict between the lesser gods after the First Gods had concluded the Natal Wars.



WEAPONCRAFTERS' GUILD The weaponcrafter's monopoly is the design, manufacture and sale of weapons and armour, although the making of bows and arrows by the peasantry is common. This guild is one of the most skilled and respected, especially among gentlefolk whom it principally serves. A master weaponcrafter either owns a free franchise in town or is bonded to a great household. Most armies have weaponcrafters serving with them. The Khuzdul are renowned among weaponcrafters but their arms are scarce and very expensive. Prices for weapons and armour are expensive, partly because of the high degree of expertise involved in their manufacture, but also because the nobility restricts distribution of weapons & armour among the simple folk.

WEBEN A swift near Mount Ebon in the Rayesha Mountains.

WEIGHTS & MEASURES The Hârnic system of weights and measures was imported from western Lythia.

Linear
12 inches = 1 foot
3 feet = 1 yard
4400 yards = 1 league

Liquid Volume
2 pints = 1 quart
4 quarts = 1 gallon
50 gals. = 1 hogshead

Area
4900 sq. yds. = 1 acre
30 acres = 1 yard
120 acres = 1 hide

Dry Volume
4 pecks = 1 bushel
8 bushels = 1 quarter
4 quarters = 1 tun

Weight
16 drams = 1 ounce
16 ounces = 1 pound
100 pds.= 1 Hundred
2000 pounds = 1 ton

Time
60 minutes = 1 hour
24 hours = 1 day
30 days = 1 month
12 months = 1 year

WELEMOCH A peak in the Jahl Mountains.

WEND A tributary of the Kald, rising in the SHAVA FOREST. The Wend is the northern border of EVAEL, and human folk say that drinking its "clear waters brings everlasting life".

WERGILD *Man Gold*. The compensation paid by a murderer, or his family, to the victim's family, under VENDETTA LAW.

WHARFAGE A fee charged in most ports for the right to moor at dockside. The average charge is 1d per foot of vessel length per day. See also ANCHORAGE, PILOTAGE and VESSEL REGISTRY.

WHIP The only whip commonly carried into battle is the Isagra, or *Reksyni Knut*, a fifteen foot whip whose tip is reinforced by extra leather and wire. A skillful user can break a man's spine, but even the Reksyni do not use the whip as a primary weapon.

WHITE MOUNTAIN (1) ~ King of Arms — the chief herald of Azadmere. **(2) ~ Lodge** — the residence of (1) in Azadmere.

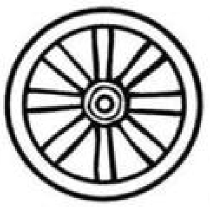
WIGHTMOOR A large Jarin burial ground near Gelimo on Melderyn. See: *Shepherd's Tale* in **CK.**

WINDHEIM See: FYSO

WIZARDS' ISLE A name for MELDERYN.

WOBEN The second highest mountain of Hârn, Woben is located in the northern Felsha Mountains. See WYNAN.

WOODCRAFTERS' GUILD One of the largest guilds on Hârn. A master woodcrafter has the skills of cooper, joiner, cabinet maker, wainright, and carpenter. Woodcrafters make most wooden items. Master woodcrafters often assist masons on construction projects.



WORKOL An astrologer who influenced and came to dominate the Emperor SHORKA of the CORANI EMPIRE. Taxation and religious policies which Workol advocated proved unpopular with gentle and simple folk alike. With the death of his patron in 555, he was arrested and "...planted alive in the earth, head showing, interfering not with his viewing of the stars". He was given water regularly and it is said that he took 70 days to die from starvation.

WOSE A river rising in the east Rayesha Mountains and flowing into Lake Benath. The river crosses the plain of Misyn and is sometimes referred as the *Cloaca of Ilvir*.

WRIGHTMOOR **See GELIMO.**

WUROKIN A Gargun nation south of the Anoth Delta.

WYNAN Hârn's highest peak, at the north end of the Felshas. Due to their majesty, both Wynan and its sister peak Woben, have been rumored to house LAHR-DARIN. Another legend relates that the Earthmasters were at one time governed by a beneficent and most pious king and queen who, on ending their long and regal reign, were transformed into these two great mountains. An elaboration of this tale has the Earthmasters departing with the royal couple's transformation, and some storytellers claim that each of Hârn's hills and mountains represent an Earthmaster whose stature in life is reflected by the height of the summit.

WYVERN A cousin of the dragon. Wyverns are unable to breathe fire, have two legs and two wings, and are unintelligent. They have a voracious appetite and are feared predators.

X

XUAKA The 5th and last monarch (429-453) of the Kingdom of Aleathia. Xuaka was an ambitious ruler who sought to take advantage of a succession crisis in the CORANI EMPIRE to invade and annex new territory. Unfortunately, MEJENES the Great emerged as the new Corani emperor and Xuaka was defeated after three years of fighting. Mejenes let Xuaka keep his throne on condition that Aleathia be willed to the empire on his death. When Xuaka died in 453, of natural causes, Aleathia became a province of the Corani Empire, his eldest son its governor.

Y

YAEL (1) Kethira's only moon; see: YAELIN. (2) A keep in Melderyn's mainland possessions, so named because a lunar eclipse occurred during its construction in 645.

YAELAH The full moon day; the 15th day of each month. (See: TUZYN RECKONING)

YAELIN An island in the Gulf of Chakro. Siem's servant Sereniel forged Yael *...of the stuff of the deep Gods, beneath Yaelin Isle, and quenched it he in Chakro's Gulf.*

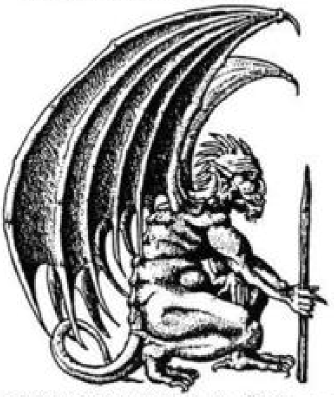
YAELMOR The new moon; occurring on the 30th day of each month. (See: TUZYN RECKONING).

YARD A landholding of about 30 acres (the actual size varies with land fertility). Also called a *virgate*. A yard is the typical holding of a VILLEIN.

YASHAIN One of the worlds of the KETHRIAN FAMILY. Most of the Deities live on Yashain, and most Hârnians believe this is where they will spend their eternal afterlives.

YEB A peak overlooking Misyn.

YELGRI Fortunately, these nasty winged, taloned humanoids are rare. They are shorter and thinner than man. They use spears, and are encountered in flocks.



YELLOW HAND An Ilviran order located in Tashal.

YEOMAN Manorial tenant, usually a freeman, who holds 60–120 acres in exchange for military service (rather than rent or agricultural service). Yeomen form an important component of a feudal army. Most longbowmen belong to this class.

YERIT & ILYASHA The Teachers. A male-female team, these two Althar are patrons of the performing arts. Portrayed either as jesters or thespians, they are often invoked by performers about to go on stage. Their duties for Save-K'nor are not clear.

YMODI The tribal nation dwelling between the Jahl and Felsha Mountains.

YOLI The Hide. A non-zodiacal constellation of the Southern sky.

YSELDE, *The Trothmaker.* One of the demi-divine servants of PEONI. Yselde is the mistress of honorable love, and is a particular favorite of simple folk. She smoothes away difficulties that lovers may marry, and newlyweds pray to her for the blessing of children. She often appears as a middle aged, heavy set woman bearing a basket.

YZUG A Gargun cave-complex in the Rayeshas.

Z

ZABINSHIRE A shire in Rethem.

ZADURYN The mountain, wherein, part of the city of AZADMERE is located.

ZEDABIR A Gargun cave-complex in the Sorkins.

ZERHUN CASTLE A thousand year old Khuzan stronghold guarding entrance to the kingdom of Azadmere. Few humans are allowed to pass. Zerhun is the traditional seat of the Khuzan Crown Prince.

ZEXUS The north star, in the constellation Geriam (the bow). The mast of Lado (the galley) points to Zexus.

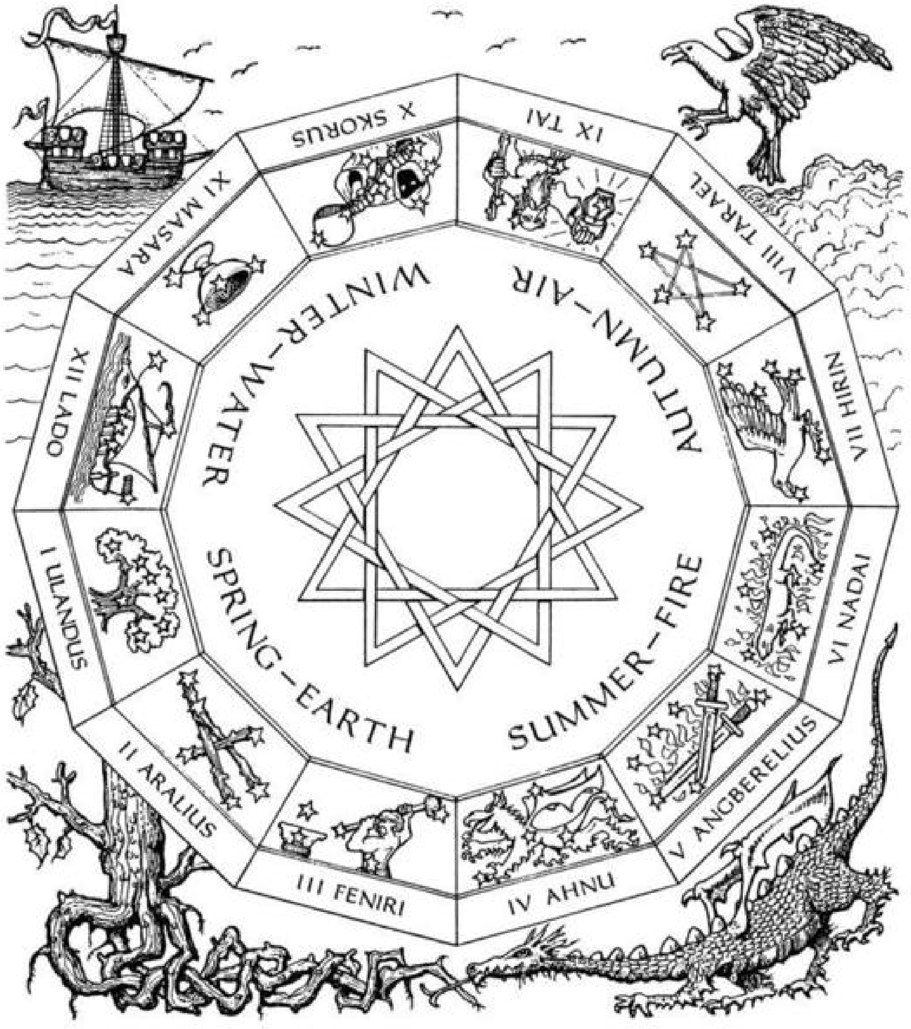
ZHAKOM A Gargun cave-complex near Azadmere.

ZODIAC The zodiac consists of those constellations through which the sun passes in one year. Thus, a person's *sunsign* is the zodiacal constellation where the sun is located at the time of birth. The twelve signs of the zodiac are given below. The general personality traits of those born under the specific signs are given under their own entries.

ZUDEN CASTLE The domain of clan Ruindael in Orbaal.

ZUTH A peak in the Sorkin Mountains visible from AZADMERE.

Ulandus: *The Tree*
Aralius: *The Wands*
Feneri: *The Smith*
Ahnu: *The Fire Dragon*
Angberelius: *The Flaming Swords*
Nadai: *The Salamander*
Hirin: *The Eagle*
Tarael: *The Pentacle*
Tai: *The Lantern Bearer*
Skorus: *The Mixer*
Masara: *The Chalice*
Lado: *The Galley*



Adaenum	ah-DAY-num	Tribal Nation
Agrazhar	AG-ra-zhar	6th Month
Agrik	AG-rik	God
Agrikan	ah-GRIK-un	Follower Agrik
Ahnu	AH-noo	Zodiac Sign
Alaran	AL-a-ran	Planet
Aleath	a-LEETH	City
Aleathian	a-LEETH-ee-un	Resident of Aleath
Angberelius	ang-be-REL-ee-us	Zodiac Sign
Anoa	ah-NO-uh	Tribal Nation
Anzeloria	an-zel-OR-ree-uh	Region
Aralius	ah-RAL-ee-us	Zodiac Sign
Argola	ar-GO-luh	Region
Azadian	ah-ZAY-dee-un	native of Azadmere
Azadmere	AZ-add-meer	town/kingdom
Azeryan	AHZ-er-yan	empire
Azeryani	AHZ-er-YAH-nee	native of Azeryan
Azura	ah-ZOO-rah	7th Month
Berema	beh-REM-uh	town
Bujoc	BOO-jock	Tribal Nation
Burzyn	burr-ZEEN	Castle/Town
Byria	BIR-ee-uh	Region
Chelemby	CHEL-em-bee	Kingdom
Chelni	CHEL-nee	Tribal Nation
Cherafinian	cheh-rah-FIN-ee-un	Resident of Cherafir
Cherafir	CHEH-rah-feer	City
Chomsun	chom-SOON	Region
Chybisa	Chih-BEE-sa	kingdom
Chybisan	Chih-BEE-san	native of Chybisa
Chymak	CHEE-mak	Tribal Nation
Coranan	COH-rah-NAN	City
Dalkesh	dal-KESH	Region
Diramoa	dir-ah-MOE-uh	Region
Ederwyn	EH-der-ween	Gulf
Eldeskaal	ELL-des-kal	kingdom
Elshavel	el-shah-VEL	Castle/Town
Emelan	eh-MELL-an	native of Emelrene
Emelrene	eh-MELL-reh-NAY	kingdom
Epeon	eh-PEE-on	Planet
Equani	eh-KWAH-nee	Tribal Nation
Evael	EV-ay-ell	kingdom
Evaelan	ev-ay-EL-un	native of Evael
Feniri	fen-EER-ee	Zodiac Sign
Fyvria	FIV-ree-ah	Shek-Pvar Convoc.
Gargun	gar-GOON	Race/Orcs
Gargu-arak	gar-GOO-ah-RAK	Gargun species
Gargu-hyeka	gar-GOO-hi-EE-ka	Gargun species
Gargu-khanu	gar-GOO-KA-noo	Gargun species
Gargu-kyani	gar-GOO-kee-AH-nee	Gargun species
Gargu-viasal	gar-GOO-vee-ASS-ul	Gargun species
Golotha	gol-OTH-uh	City
Golothan	gol-OTH-un	Resident of Golotha
Gothmir	GOTH-meer	Region
Govyna	goh-VEE-nuh	kingdom
Gozyda	goh-ZEE-duh	Tribal Nation
Halane	HAL-an-nay	8th Month
Halea	ha-LEE-uh	Goddess
Halean	ha-LEE-un	Follower Halea
Haonic	hay-ON-ik	Ocean
Harbaal	har-BAL	Kingdom
Hepekaria	hep-eh-KER-ee-uh	Region
Hirin	HIR-rin	Zodiac Sign
Hodiri	hoh-DEER-ee	Tribal Nation
Homora	hoh-MORR-ah	Region
Hurisea	her-iss-AY-ah	Region
Ilvin	ILL-vin	10th Month
Ilvir	il-VEER	God
Ilviran	il-VEER-un	Follower Ilvir
Ivae	EE-vay	Island/Sea
Ivinia	ih-VIN-nee-ah	region
Ivinian	ih-VIN-nee-un	native of Ivinia
Jankor	JAN-kor	Region
Jara	JAR-ra	formerly Orbaal
Jarenmark	JAR-en-mark	kingdom
Jmorvi	zh-MORE-vee	Shek-Pvar Convoc.
K'noran	kuh-NOR-un	Follower Save K'nor
Kabloqui	ka-BLOK-ee	Tribal Nation
Kaldor	KAL-dor	Kingdom/Region
Kaldoran	kal-DOR-un	Resident of Kaldor
Kaldoric	kal-DOR-ic	Adjective Kaldor
Kamaki	kah-MAH-kee	Tribal Nation
Kamerand	KAM-er-and	Continent
Kanday	kan-DAY	kingdom
Kandian	KAND-ee-un	native of Kanday
Kaneum	ka-NAY-oom	Region
Karejia	ka-REE-jee-uh	Region
Kath	KATH	Tribal Nation
Kelen	kel-EN	3rd Month
Kenor	KEE-nor	Planet
Ketarh	ket-ARR	Region
Kethira	Keh-THEER-ah	world
Kethiran	Keh-THEER-un	native of Kethira
Kethirian	keh-THEER-ree-un	Adjective
Kethrian	KETH-ree-un	family of worlds

Khuzan	KOO-zun	Adjective
Khuzdul	KOUZ-dill	Dwarf
Kiraz	kir-AZ	City ruin
Kubora	kuh-BOR-ah	Tribal Nation
Kuzjera	kooz-YEH-ra	kingdom/region
Kyamu	kee-AH-moo	Region
Lado	LAY-doe	Zodiac Sign
Larane	la-RAH-nay	5th Month
Larani	la-RAH-nee	Goddess
Laranian	la-RAH-nee-un	Follower Larani
Lashoi	la-SHOY	Region
Lokis	LOW-kiss	kingdom
Losenor	LOSS-en-or	world
Lothrim	LOTH-rim	Tyrant
Lyahvi	lee-AH-vee	Shek-Pvar Convoc.
Lythia	LITH-ee-ah	Continent
Mangai	MAN-guy	Guild Body
Masara	mah-SAR-ah	Zodiac Sign
Melderyn	MEL-der-EEN	kingdom
Melderyni	mel-der-EEN-ee	native of Melderyn
Meluria	mel-OOR-ree-ah	Region
Menglan	MEN-glun	native of Menglana
Menglana	men-GLAH-na	kingdom
Mergus	MER-gus	Planet
Mernat	mer-NAT	Continent
Midgaad	MID-gad	world
Molkura	mol-KURR-uh	Region
Molnasya	mol-NAY-zee-uh	Region
Morgat	mor-GAT	12th Month
Morgath	MOR-gath	God
Morgathian	mor-GATH-ee-un	Follower Morgath
Nadai	nah-DIE	Zodiac Sign
Naveh	NAH-vay	God
Navehan	nah-VAY-un	Follower Naveh
Navek	NAH-vek	11th Month
Nolomar	NOLL-oh-mar	Sun
Nolus	NOH-lus	4th Month
Nuzyael	NUZ-yay-ell	1st Month
Odivshe	oh-DIV-shay	Shek-Pvar Convoc.
Orbaal	or-BAL	kingdom
Orbaalese	or-bal-eez	Resident of Orbaal
Palithane	pah-LITH-an-ay	kingdom
Palithanian	pal-lith-AY-nee-un	native of Palithane
Pechalar	PETCH-el-ar	Region
Pechosu	peh-CHOE-soo	Region
Peleahn	peh-lay-ANN	Shek-Pvar Convoc.
Peoni	pee-OH-nee	Goddess
Peonian	pee-OH-nee-un	Follower Peoni
Peonu	pee-OH-noo	2nd Month
Quarelin	KWOR-el-in	town
Quarphor	KWOR-for	Region
Reksyna	rek-SEE-nah	Region
Rethem	RETH-em	kingdom
Rogna	ROHG-na	kingdom
Rognan	ROHG-nun	native of Rogna
Sarajin	sah-rah-YEEN	God
Sarajinian	sah-rah-YEE-nee-un	Follower Sarajin
Save K'nor	SAH-vay-kuh-NOR	God
Savor	sah-VOR	9th Month
Savorya	sah-VOY-ya	Shek-Pvar Convoc.
Seldenbaal	SELL-den-bal	kingdom
Sherem	sheh-REM	world
Shiran	shir-AN	City
Shirani	shir-AN-ee	Resident of Shiran
Shoju	SHOW-joo	Region
Shorkyne	shor-KEE-nay	kingdom
Shorkyni	shor-KEE-nee	adjective/native
Siem	see-EMM	God
Siemian	see-EMM-ee-un	Follower Siem
Sidhe	SHE	High Elf
Sindarin	sin-DAR-een	Elf/Adjective
Skorus	SKOR-us	Zodiac Sign
Tai	TIE	Zodiac Sign
Tarael	tar-ay-EL	Zodiac Sign
Tarkain	tar-KANE	City/Island
Tashal	ta-SHAL	City
Tashalan	ta-SHAL-un	Resident of Tashal
Tharda	THAR-dah	region
Thardian	THAR-dee-un	native of Tharda
Thardic	THAR-dik	adjective/language
Thay	THAY	City
Thayan	THAY-un	Resident of Thay
Thiânic	thee-AHN-ik	Ocean
Thonia	THOE-nee-uh	Region
Thotra	THOE-trah	Region
Trierzi	TREER-zee	native of Trierzon
Trierzon	TREER-zon	kingdom
Ulandus	oo-LAN-dus	Zodiac Sign
Ulfshafen	ULF-shah-fen	Castle/Town
Venarian	ven-ARE-ee-un	Sea
Yael	YAY-el	Kethrian Moon
Yashain	ya-SHANE	world

TUZYN RECKONING

Nuzyael

1	2	3	4 ✿	5 ▩
6 ◙	7 ⊜	8 ○	9	10
11	12 ✿	13 ⚙	14 ✿	15 ○ ▩✿◒
16 ✿	17 ✿	18	19	20 ✿
21	22	23	24	25 ▩
26 ⚙	27	28 ✿	29	30 ● ☺◒

Peonu

1	2	3	4 ✿	5 ▩
6 ◙	7 ⊜	8 ○	9	10
11	12 ✿	13 ⚙	14 ✿	15 ○ ▩✿◒
16 ✿	17 ✿	18	19	20 ✿
21	22	23	24	25 ▩
26 ⚙	27	28 ✿	29	30 ● ☺◒

Kelen

1	2	3	4 ✿	5 ▩
6 ◙	7 ⊜	8 ○	9	10 ♠
11 ♠	12 ✿♠	13 ⚙	14 ✿	15 ○ ▩✿◒
16 ✿	17 ✿	18	19 ♠	20 ✿♠
21 ♠	22 ♠	23 ♠	24 ♠	25 ▩♠
26 ⚙	27	28 ✿	29	30 ● ☺◒

Nolus

1	2	3	4 ✿	5 ▩
6 ◙	7 ⊜	8 ○	9	10
11	12 ✿	13 ⚙	14 ✿	15 ○ ▩✿◒
16 ✿	17 ✿	18	19	20 ✿
21	22	23	24	25 ▩
26 ⚙	27	28 ✿	29	30 ● ☺◒

Larane

1	2	3	4 ✿	5 ▩
6 ◙	7 ⊜	8 ○	9	10
11	12 ✿	13 ⚙	14 ✿	15 ○ ▩✿◒
16 ✿	17 ▩✿	18	19	20 ✿
21	22	23	24	25 ▩
26 ⚙	27	28 ✿	29	30 ● ☺◒

Agrazhar

1	2	3	4 ✿	5 ▩
6 ◙	7 ⊜	8 ○	9	10
11	12 ✿	13 ⚙	14 ✿	15 ○ ▩✿◒
16 ✿	17 ✿	18	19	20 ✿
21	22	23	24	25 ▩
26 ⚙	27	28 ✿	29	30 ● ☺◒

NUZYAEL
4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

PEONU
4 Peoni Restoration Festival
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

KELEN
(Note: Ivinians call this month Saraju)
4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
10-12 Sarajin-Ilbengaad Festival
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
19-25 Sarajin-Bjarri's Feast
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

NOLUS
4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

LARANE
4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
17 Larani-Feast of Saint Ambrathas
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

AGRAZHAR
4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Feast of Balefire
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

Azura

1	2	3	4 ✿	5 ▦
6 ⊠	7 ⊜	8 ◯	9	10
11	12 ✿	13 ✹	14 ✿	15 ○ ▦ ✿ ⊖
16 ✿	17 ✿	18	19	20 ✿
21	22	23	24	25 ▦
26 ✹	27	28 ✿	29	30 ● ☺ ⊖

Halane

1 ⊜	2 ⊜	3 ⊜	4 ⊜ ✿	5 ⊜ ▦
6 ⊜ ⊠	7 ⊜	8 ◯	9	10
11	12 ✿	13 ✹	14 ✿	15 ○ ▦ ✿ ⊖
16 ✿	17 ✿	18	19	20 ✿
21	22	23	24	25 ▦
26 ✹	27	28 ✿	29	30 ● ☺ ⊖

Savor

1	2	3	4 ✿	5 ▦
6 ⊠	7 ⊜	8 ◯	9	10
11	12 ✿	13 ✹	14 ✿	15 ○ ▦ ✿ ⊖
16 ✿	17 ✿	18	19	20 ✿
21	22	23	24	25 ▦
26 ✹	27	28 ✿	29	30 ● ☺ ⊖

Ilvin

1	2	3	4 ✿	5 ▦
6 ⊠	7 ⊜	8 ◯	9	10
11	12 ✿	13 ✹	14 ✿	15 ○ ▦ ✿ ⊖
16 ◐ ✿	17 ◐ ✿	18 ◐	19 ◐	20 ◐ ✿
21 ◐	22 ◐	23 ◐	24 ◐	25 ◐ ▦
26 ◐ ✹	27 ◐	28 ◐ ✿	29 ◐	30 ● ◐ ☺ ⊖

Navek

1	2	3	4 ✿	5 ▦
6 ⊠	7 ⊜	8 ◯	9	10
11	12 ✿	13 ✹	14 ✿	15 ○ ▦ ✿ ⊖
16 ✿	17 ✿	18	19	20 ✿
21	22	23	24	25 ▦
26 ✹	27	28 ✿	29	30 ● ☺ ⊖

Morgat

1 ✹ ☺	2 ✹	3 ✹	4 ✹ ✿	5 ▦ ✹
6 ✹ ⊠	7 ⊜ ✹	8 ◯ ✹	9 ✹	10 ✹
11 ✹	12 ✹ ✿	13 ✹	14 ✿	15 ○ ▦ ✿ ⊖
16 ✿	17 ✿	18	19	20 ✿
21	22	23	24	25 ▦
26 ✹	27	28 ✿	29	30 ● ☺ ⊖

Holy Days: ◯Agrik ⊜Halea ◐Ilvir ▦Larani ✹Morgath ☺Naveh ✿Peoni ⊗Sarajin ⊠Save-K'nor ⊖Siem

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AZURA

4 Peoni-Harvest Home Festival
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of Golden Twilight (high mass)
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

HALANE

1-7 Halea-The Banquet of Delight Festival
4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

SAVOR

4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Keserne (Saints mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

ILVIN

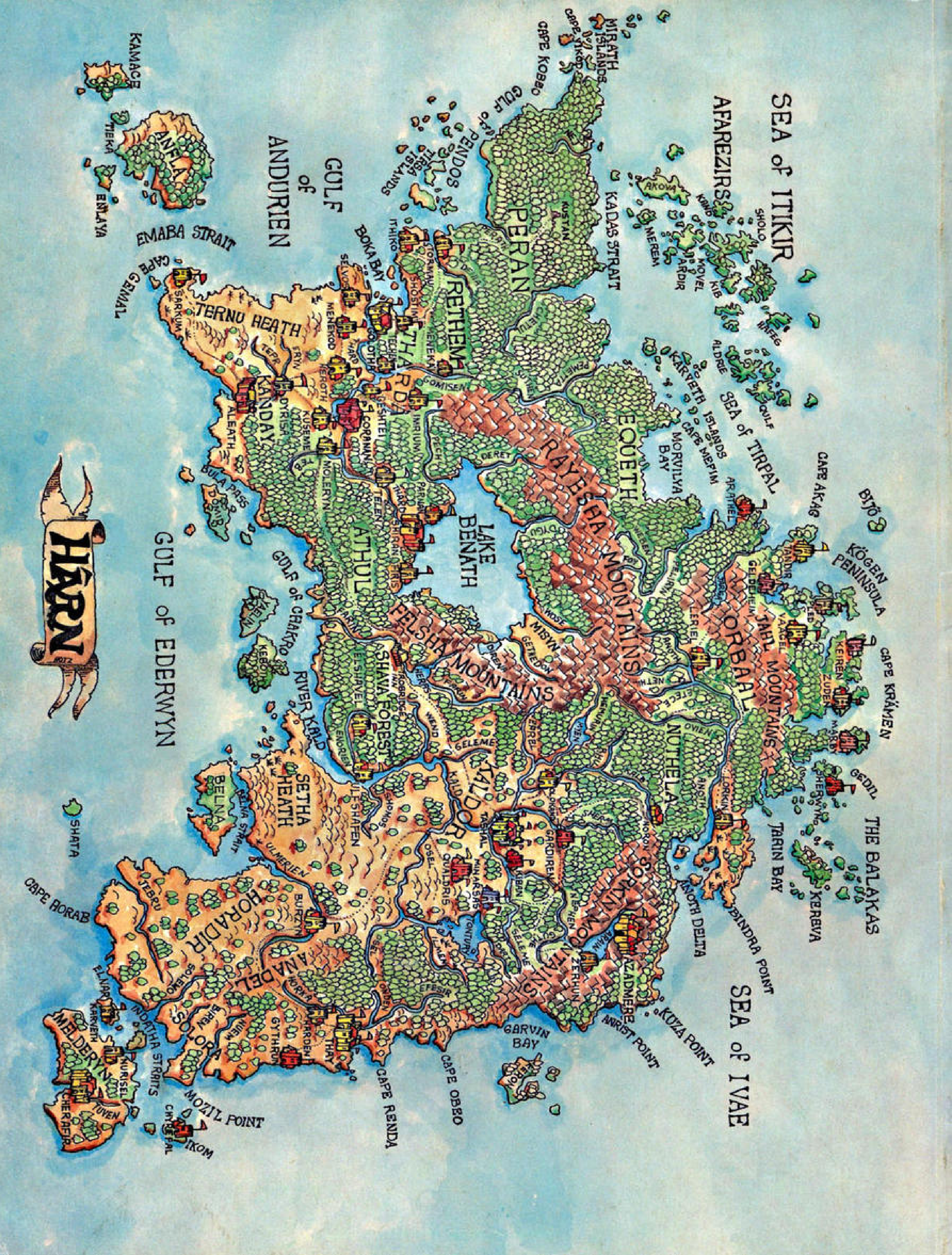
4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
16-30 Ilvir-The Araksin Festival
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)

NAVEK

4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
13 Morgath-Degrees of Nyardath (high mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Night of Shadows

MORGAT

1 Naveh-Shadowmath
1-13 Morgath-The Feast of Bukrai (the first is the Sacrament of Kobukrai, the thirteenth is the Liturgy of Vabukrai)
4 Peoni-Lesser Sapelah (lay mass)
5 Larani-Soratir (lay mass)
6 Save-K'nor-Velere (lay mass)
7 Halea-Shesneala Day (lay mass)
8 Agrik-Low Ceremony of the Balefire (lay mass)
12 Peoni-Lesser Sapelah (lay mass)
14-17 Peoni-Greater Sapelah (purification ritual)
15 Larani-Soratir (lay mass)
15 Siem-Night of High Perspective (lay mass)
20 Peoni-Lesser Sapelah (lay mass)
25 Larani-Soratir (lay mass)
26 Morgath-Shadryn-Vars (lay mass)
28 Peoni-Lesser Sapelah (lay mass)
30 Siem-Night of Silent Renewal (lay mass)
30 Naveh-Dezenaka (high mass)


HÂRN
SEA of ITIKIR
AFAREZIRSS
SHOLO
AKOVA
KOVEL
ARDIR
KIB
MEREM
NAFEG
ALDRIE
GULF
SEA of TIRPAL
KARVETH ISLANDS
CAPE MEPIM
MORVILYA BAY
ARATHEL
CAPE AKAG
BJÖ
KÖGEN PENINSOLA
CAPE KRÅMEN
GEDIL
THE BALAKAS
KERBVA
TARIN BAY
PINDRA POINT
ANOTH DELTA
SEA of IVAE
KUZA POINT
ANRIST POINT
GARVIN BAY
CAPE OBBO
CAPE RENDA
MOZIL POINT
IKOM
MELDERYN
CHERAFIR
NURISEL
NORTHA STRAITS
ELNAR
CAPE HORAB
SHATA
BELNA
BELNA STRAIT
GULF of EDERWYN
RIVER KALD
GULF of CHAKRO
BULA PASS
GULF of ANDURIEN
EMABA STRAIT
CAPE GENAL
ANFLA
KAMACE
TIERA
EBLAYA
GULF of PENDOS
TIRGA ISLANDS
ITHIKO
MIRATH ISLANDS
CAPE KOBBO
KADAS STRAIT
PERAN
RETHEM
THARDA
BOKA BAY
KANDAY
ALEATH
TERNU HEATH
SARKUM
LAKE BENATH
EQUETH
RAYESHA MOUNTAINS
ORBAAL
JAHL MOUNTAINS
NUTHELA
FELSHA MOUNTAINS
ASHAVA FOREST
ATHUL
KALDOR
SETHA HEATH
HORADIR
ANADEL
SOLORA
SORKIN MOUNTAINS
ZERHUN
ZADMERE
MINARSHS
QUALDRIS
TASHAL
GARDIREN
ULMERIEN
JEBRU
BURZYN
THAY
GYTHRUN
HARDEN
EFESIR
GELEME
GOMISEN
DERET
MISYN